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MARVEL SUPER HEROES™

Official Advanced Game Accessory

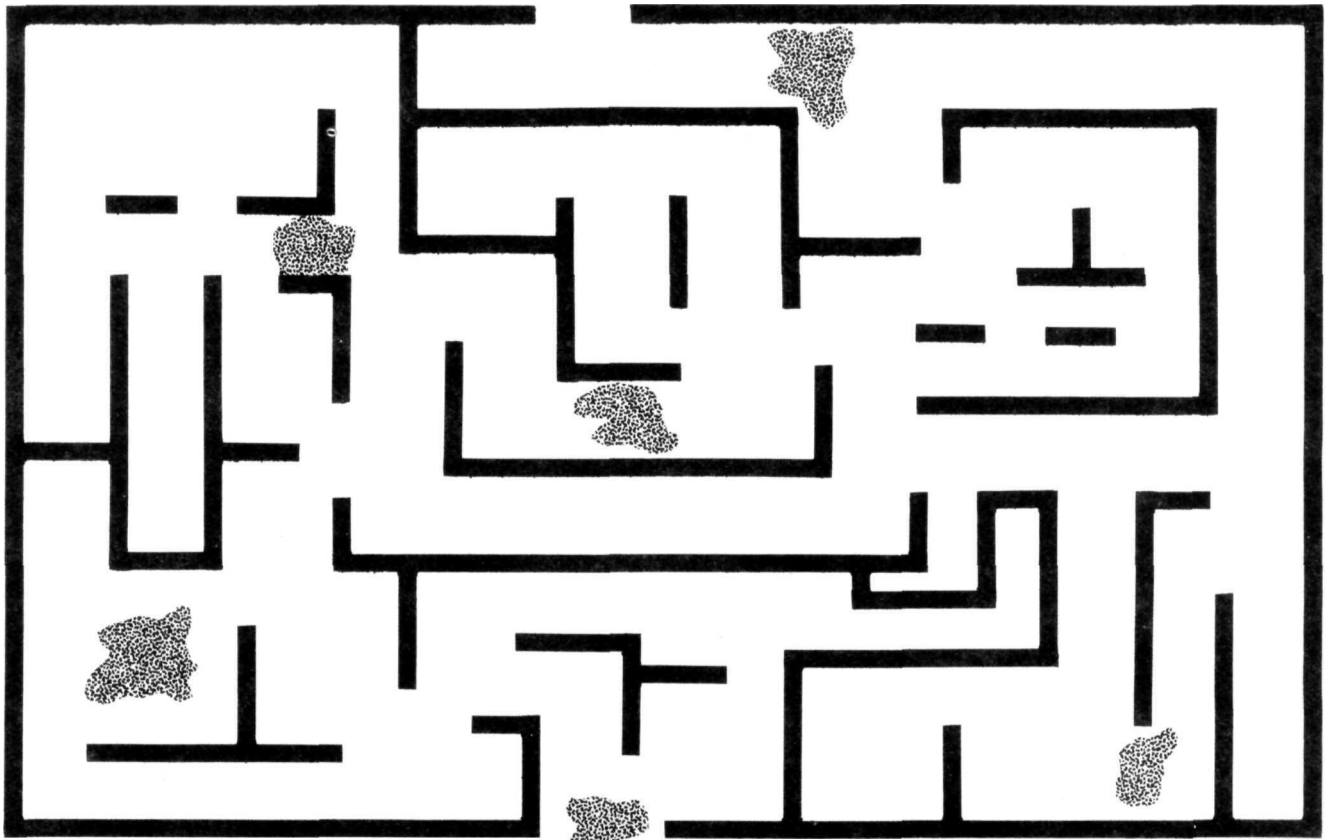
The LEFT HAND of ETERNITY

by Ray Winninger



THE IRON LABYRINTH

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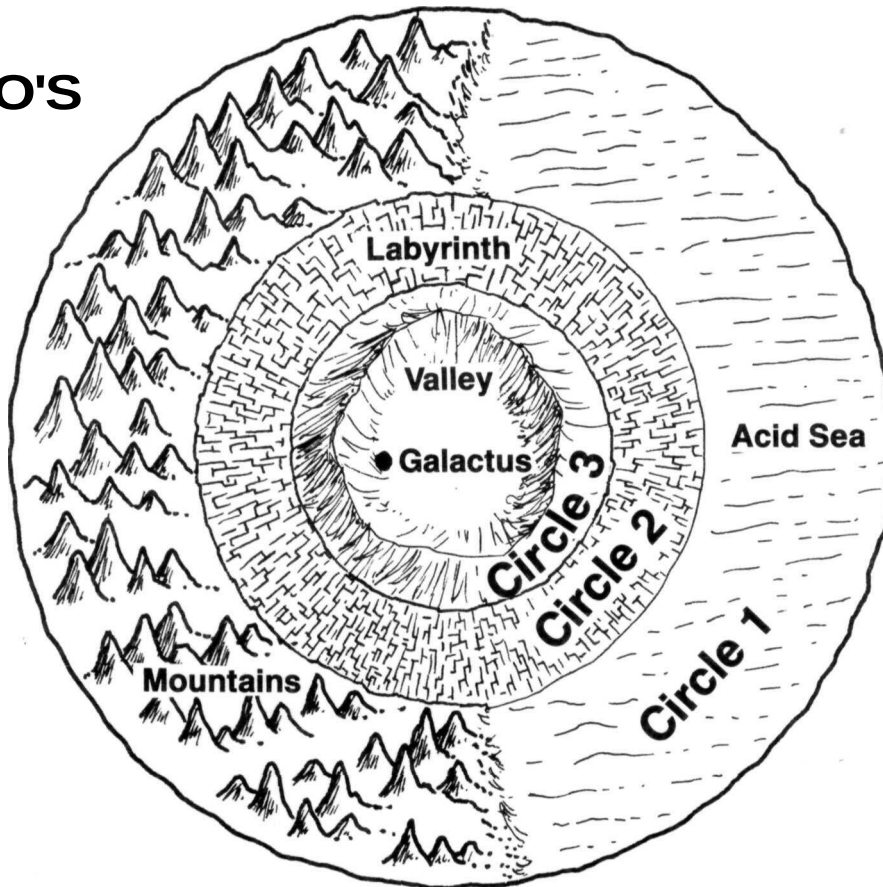


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MEPHISTO'S REALM



MARVEL SUPER HEROES™

Official Game Adventure

The Left Hand of Eternity

By Ray Winninger

Resource Book

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THE ENTITIES

What is forever? An appraisal of time that begins with the primal explosion and ends with the collapse of the universe's incomprehensible bulk? Or is it something more—a measurement without limits or true definition, a calculation of the immeasurable span preceding time and continuing long after All-That-Is ceases to be?

Who among us can know? Whatever the true nature of Forever, is is more than a mere mortal—or even, perhaps, a god—dares hope to understand. Compared to Forever, our lives are but a decimal taken to the billionth place; the entire history of our race does not amount to the tiniest fraction.

And yet, there are those that know Forever: Beings of unimaginable power and age born with the Universe itself, and sentenced to live until it dies. More powerful than gods, more mysterious than the darkest secret in the blackest heart, these beings know Forever. We call these beings Entities. By this term, we mean to describe that which is indescribable. Perhaps we can say they are intangible manifestations which embody abstract concepts. But this would not be quite correct, for very often men have seen and been touched by and talked to them. Yet it would be too simple to call them sentient beings, for they are part of the essence of the Universe in a way we can never hope to understand. Perhaps it is simply best to describe them as something between the abstract and the tangible: mysterious existences which sprang somehow from the void that was Before, and which will not perish until the universe returns to the lump that will be After.

This section describes the Entities that appear in *The Left Hand of Eternity*. While only Death and Eternity sprang directly from the Big Bang, the other entities can be said to have come from Chaos and exist beyond the realm of any mortal's comprehension. Therefore, we have grouped them all together under this general heading.

DEATH

F	5000	CI 5000	Health: 20,000
A	5000	CI 5000	Karma: Unlim.
S	5000	CI 5000	Resources: Unlimited
E	5000	CI 5000	Popularity: -1000
R	5000	CI 5000	
I	5000	CI 5000	
P	5000	CI 5000	

KNOWN POWERS:

Death can use any of the powers listed in the Player's Book (or in *MA3—The Ultimate Powers Book*, if you have it) as it sees fit, with Class 5000 proficiency. Death will rarely use these powers directly, preferring to operate through other agents, or to wait for its prey to fail and eventually die through some fault of its own. The closer a victim is to Death's power level, the more likely Death is to employ its own vast powers in a conflict.

LIMITATION: In the center of the universe is a 30-foot hole shaped like a man. This is where Eternity was born. Any being occupying this hole is immune to Death's touch and cannot die.

BACKGROUND: The origin and true nature of Death is unknown, but it is apparently one of the basic forces of the universe, embodying the principle of mortality and decay. Some beings who have studied the nature of the universe believe Death and Eternity are siblings who embody the entire mystical essence of the universe between them. Although presumably beyond the understanding of mortal beings, Death sometimes appears as a sentient being with understandable motivations. Most often, Death appears in female form, apparently seeking to extend its realm or achieve dominance over its sibling, Eternity. Death once appeared in the guise of a beautiful woman to the Titanian Thanos.



Thanos fell so deeply in love with Death that he was willing to destroy the entire universe in order to please her. Death is extremely jealous of its power and realms. It once attempted to destroy Dracula in order to stop the vampire from robbing it of conquests by creating undead beings. On this occasion, Death manifested itself to Dracula as a male rival. This may be an indication that Death adopts the female form in order to seduce pliable males into doing its will. On several occasions, Death has presented itself to living beings as a skeleton wearing a hooded robe. Death has also manifested itself in order to preside over the death of a long-lived or immortal being, such as an Asgardian or Olympian god. Presumably, Death felt that such a rare addition to its realm required personal attention. In order to win true immortality, the Grandmaster recently tricked Death into barring all Elders of the Universe from its realm. This may prove to be a mistake, for Death is one of the few

beings with the power to avenge itself it realizes it was tricked.

Despite the apparent simplicity of Death's drive for more conquests, any being foolish enough to believe he truly understands the dark entity may soon regret his arrogance. Death moves without discernible pattern or logic, striking wherever and whenever it feels compelled to do so. Because of this capriciousness, virtually all creatures in the universe fear Death. No matter how mighty or powerful they are, they realize they must eventually surrender themselves to its dark realm. The Asgardians and Eternals age, even though they do so at an extremely slow rate. The Olympian gods do not age, but a sufficiently powerful force can kill them. Even Galactus, the only known entity to predate the creation of the universe itself, knows he will someday die and pass into Death's care. Therefore, even such powerful beings as these treat Death with deference and respect.

ETERNITY

F	5000	CI 5000	Health: 20,000
A	5000	CI 5000	Karma: Unlimited
S	5000	CI 5000	
E	5000	CI 5000	Resources: Unlimited
R	5000	CI 5000	
I	5000	CI 5000	Popularity: 0
P	5000	CI 5000	

KNOWNPOWERS:

Eternity can use any of the powers within the Player's Book (or within the *Ultimate Powers Book*) with Class 5000 ability, though it does not do so with any regularity. Eternity's form cannot be perceived unless it so wishes, as it is an abstract being.

BACKGROUND: The origin and precise nature of the abstract being known as Eternity is many ways unknown and unknowable. Eternity is the sum total and collected con-

sciousness of all living things in the universe, the embodiment of their life as Death is the embodiment of the ending of that life.

Unlike Death, which Eternity often refers to as its sibling, Eternity rarely takes any sort of an active role in the dealings of the trillions of beings that make up its total. However, since controlling the being Eternity allows the controller to wield Eternity's unlimited powers over the beings that make it up, this entity is a target for extra-dimensional attackers of various abilities. Often Eternity can deflect such attacks without significant exertion, but on occasion has had to bring its own servants into play. While not as organized as the Death gods that serve Death, these servants are usually powerful individuals, such as Doctor Strange, who may combat the attackers on their own mortal levels. These servants have a vested interest in seeing Eternity survive intact, as their own existence makes Eternity possible.

As Eternity is the sum total of all living forces, destruction of Eternity may eradicate the game universe, and with it all other quasi-physical entities. Eternity, for its part, rarely shows any interest in the pieces that make it up, though if given a sufficient threat, it would willingly sacrifice part of its infinite existence in order to foil such a foe.

GALACTUS Galan of Taa

F	75	Mn	Health: 4150
A	75	Mn	Karma: 3000
S	1000	CM 000	
E	3000	CI 3000	Resources: CI 3000
R	1000	CM 000	
I	1000	CM 000	Popularity: -1000
P	1000	CM 000	

KNOWNPOWERS:

Energy Manipulation: Galactus possesses the following powers, each at



Class 3000 Intensity. Everytime Galactus uses one of these powers, however, it costs him 10 points of Karma, and each use at an intensity above Unearthly costs him 50 points of Health.

Spirit Vampirism
Bio Vampirism
Psionic Vampirism
Energy Vampirism
Absorption Power
Energy Conversion
Elemental Conversion
Molecular Conversion
Elemental Creation
Molecular Creation

True Flight: Galactus can travel at Class 3000 speeds.

True Invulnerability: Galactus has Shift X resistance to physical and energy attacks. He has Class 5000 resistance to extreme heat cold, corrosives, toxins, and disease.

Force Field: Galactus can surround himself with protective fields of Shift X rank.

Life Detection: Galactus has the Class 3000 ability to detect the life

energies of planets. He can detect an occupied planet at a maximum range of 50 light years.

Kinetic Bolts: Galactus can release energy blasts of Shift Z intensity.

Hyper Invention: Galactus can create any device he wants by assembling whatever materials are on hand or can be made from existing substances.

Disruption: As a side effect of his feeding process, Galactus has the Class 1000 ability to destroy the molecular bonds that hold a target together. Galactus can consciously use this power with diminished effect against lesser targets, such as individuals. In such a case the power decreases to Shift X rank.

Power Creation: Galactus has the Class 1000 ability to transform ordinary beings into super beings. The Primary Abilities and powers of such beings are initially no higher than Unearthly rank. Galactus can invest the power in either the person chosen or a specially designed tool.

Power Control (Magnification/Reduction/Negation): Galactus has total control over those powers he may have given a target. He can amplify someone's existing powers by +4 CS, even if he was not the source of that power. He can reduce a subject's power by any amount, all the way to Shift 0. Such changes are permanent; only Galactus can reverse his changes.

Serial Immortality: If Galactus' body should be destroyed while he still has a sufficient cosmic energy reserve, his machines can draw in his life force and recreate his body. He must have at least two points of Health remaining for this to occur.

Telepathy: Galactus has Unearthly telepathy.

Cosmic Awareness: Galactus has Class 1000 Cosmic Awareness and can perceive in a limited manner the state of the universe.

WEAKNESS: Galactus has a finite energy supply that he must constantly replenish by consuming the life force of entire worlds. Galactus' hunger is so severe that he must feed every 30 Terran days or his

Class 3000 abilities drop to Class 1000. After another 30 days, all his abilities drop to Shift Z, and so on. Although Galactus could eventually starve to death, he normally seeks out the nearest usable world when his abilities drop to Shift X rank.

CONTACTS: Galactus has one contact, his Herald, and even that relationship is tenuous at best. He is also in many ways a sibling of both Death and Eternity.

BACKGROUND: Galactus is the sole survivor of the universe that existed before the Marvel Universe was created. Originally, Galactus was a humanoid named Galan, a native of the planet Taa. Unfortunately, Galan's universe was in a state of collapse as it ended its life cycle. The universe was regathering itself into a "Cosmic Egg," an unimaginably dense sphere that would contain all the matter in the universe. The radiation that accompanied the collapse was destroying all life in the universe. The people of Taa sent Galan out in hope that he could find some way for them to escape. There was none. When Galan returned, he discovered that all but a handful of Taa's population had been wiped out. Galan and the survivors decided to end it all by journeying directly to the heart of the Cosmic Egg. The radiation killed everyone but Galan, who found himself invigorated by the deadly forces.

The Cosmic Egg was alive and prevented Galan's ship from being destroyed. It explained that, even though both of them were dying, they would soon be reborn. The Cosmic Egg would then explode and create a new universe.

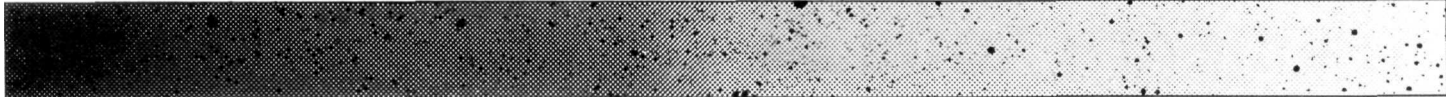
When the predicted big bang occurred, three beings, a starship, and the Marvel Universe were created. The three beings were Eternity, Death, and Galactus; the starship was Galactus' worldship. Out of the brief instant of nothingness that bridged the gap between the old and new universes, a fourth being was created: the demon known as Voyd.

For eons, Galactus drifted in the void, further evolving and developing



his powers. A Watcher who discovered him contemplated killing him then, but the Watcher decided to abide by his race's creed of passive observance. Eventually, his ship drifted into the Archeopian star system and Galactus fed for the first time. In the millenia that followed, Galactus rebuilt the remains of Archeopia's worlds into an immense starbase, the Taa II.

Originally, several centuries passed between Galactus' feedings. This interval shortened with time. It is currently one month. This has lead Galactus to increase the rate at which he destroyed worlds. He realized years ago that he needed scouts to seek out the worlds that could sustain him. When Galactus approached the planet Zenn-la, he found his first herald in the form of Norrin Radd, the Silver Surfer. The Silver Surfer eventually led Galactus to Earth, where he finally met his match. Thanks to the assistance of the Watcher Uatu, the Fantastic Four acquired the Ultimate Nullifier, the



only weapon that could destroy Galactus. Galactus then returned to space, unfed and heraldless.

Galactus then went through a rapid succession of Heralds over the next decade. The Xandrian Gabriel Lan was transformed into the Air Walker. Unfortunately he was soon killed defending Galactus from the Ovoids. Galactus later created a robotic replica, the Air Walker Automaton, but it was later damaged by the Silver Surfer and ultimately destroyed by Thor. A friend of Lan, Pyreus Kril became the next herald, Firelord. He gained his freedom when Thor traded Galactus the Asgardian robot known as the Destroyer; but Loki stole the automaton before Galactus could get much use out of it. Seeing that the Fantastic Four had been the cause of the loss of his first herald, Galactus arranged for the FF to recruit his next one. This was Tyros of Lanlak, a conqueror and tyrant himself, whom Galactus transformed into Terrax the Tamer. Terrax quickly became intoxicated with his new power and tried to use the FF to destroy Galactus. Instead, Galactus destroyed him. Finally, Frankie Raye offered herself to Galactus. As Nova, she was his first female herald.

Galactus has tried several times to devour the Earth, but was beaten, lured, or otherwise bribed away. On his last trip, he finally pledged never to attack the Earth so long as the human race survived. This pledge is unique in the universe and the cause of some hostility toward Earth by other races that have fought or have been decimated by Galactus.

Recently, Galactus was the victim of an assassination attempt by the Elders of the Universe, who used a newly created Kree Cosmic Cube to destroy him. When the Elders attacked Galactus with the cube, instead of killing him, it split Galactus into three separate entities and flung these beings into the godly realms of Olympus and Asgard. The Elders were actually secretly encouraged to enact this scheme by Death itself, who knew what would happen when

Galactus was attacked with the cube. Death was then hoping to take advantage of Galactus' disorientation in his shattered state to convince him to form an alliance against Eternity. Unfortunately, the heroes of Earth intervened and prevented Death's plans, forcing the Entity to trick Galactus into agreeing to imprisonment within Death's domain. Throughout most of *The Left Hand of Eternity*, Galactus is unconscious or otherwise incapacitated.

THE DEATH GODS

MEPHISTO

aka Satan, Mephistopheles, Lucifer, and "The Devil"

F	75	Mn	Health:
			3225
A	75	Mn	
S	75	Mn	Karma: 250
E	3000	CI 3000	
R	75	Mn	Resources:
			CI 3000
I	75	Mn	
P	100	Un	Popularity:
			-1000

(The above are Mephisto's normal statistics. While Galactus is imprisoned within his realm or under his control, use the augmented stats below. All notations given in brackets [] within the descriptions of Mephisto's powers apply only when Galactus is under his control.)

MEPHISTO (w/Galactus)

F	100	Un	Health:
			4200
A	100	Un	
S	1000	CI 1000	Karma:
			1175
E	3000	CI 3000	
R	75	Mn	
I	100	Un	
P	1000	CI 1000	

KNOWN POWERS:

Demonic Form: Mephisto is a hostile supernatural being.

Power Source: Mephisto draws his powers from the beings imprisoned within his demonic realms. If he is ever away from this realm, his Endurance drops to Class 1000 [it does not drop if he controls Galactus].

Dimension Travel: Mephisto can travel between the various dimensions with Unearthly ability.

Diminution: Mephisto can shrink atoms with Unearthly ability. This enables him to reduce most objects down to .01% of their current size. A target must be within one area to be shrunk.

Enchantment: Mephisto has the ability to create magical items for the use

of his minions. Most of these items have power ranks and attributes of Shift Z. [Or Class 1000 while he controls Galactus.]

Enlargement: Mephisto can increase the size of himself or others with Unearthly ability. This enables him to cause a target to grow to 20 times normal size. [Note that Mephisto is naturally about 100 feet tall while he controls Galactus. By using this power at that time, he can grow to a size of 2000 feet].

Forced Reincarnation: Mephisto has the Unearthly ability to take a disembodied soul and place it into a new body.

Immortality: Mephisto does not age, at least not at any rate that is recognizable by humans.

Invisibility: Mephisto's invisibility functions at the Unearthly rank.

Kinetic Bolts: Mephisto can fire blasts of Monstrous energy. [Shift Y while he controls Galactus].

Levitation: Unearthly Rank.

Magic Control: Mephisto has Unearthly control over anyone that attempts to use magic within his realms. [Shift Z control as long as Galactus is under his control]. Note that Mephisto cannot use this power against the heroes during this adventure because of the bargain he makes with them in Chapter 2.

Matter Control: Mephisto can control all forms of matter at the Unearthly level of ability [Shift Y while he controls Galactus].

Neural Manipulation: Mephisto has Unearthly control over a victim's nervous system and can cause a target to suffer up to power rank damage. [This control is improved to Shift X while he controls Galactus.]

Power Control: Mephisto has Unearthly control over any physical powers that anyone else tries to use in his dimension [increased to Shift Y while he controls Galactus]. Mephisto is also prevented from using this ability against the heroes due to the bargain he makes with them in Chapter 2.

Shapechange (others): Mephisto can shapechange others with Unearthly ability.

Sleep (induced): Mephisto can induce sleep with Unearthly rank.

Spirit Storage: Mephisto has the Class 5000 ability to seize and maintain billions of dead souls. Mephisto can communicate with any souls he has trapped at any time.

Summoning: Mephisto has Unearthly control over lesser supernatural beings [raised to Shift X control while Galactus is under his control].

Gateway: Mephisto can open up a gate that will allow him to travel to any place, time, or dimension instantaneously with Unearthly ability. This power is limited to teleporting Mephisto 2.5 billion miles at a time, and a FEAT roll is necessary to open the gate (a yellow FEAT if the gateway leads to another time, a red FEAT if the gateway leads to another dimension).

True Invulnerability: Mephisto has Amazing protection from any sort of attack except magic. He is immune to heat, acid, and disease. [Monstrous protection while he has Galactus].

Undead Control: Mephisto has Unearthly control over the lower forms of undead: zombies, skeletons, ghouls, etc.

WEAKNESSES: There are two things that Mephisto can never do. First, he cannot read the mind of any sentient being. Second, he cannot control another being without that being's prior permission.

TALENTS: Mephisto has Class 3000 Reason in matters of Occult Lore.

CONTACTS: As one of the Death gods, Mephisto can call upon his master in times of dire emergency.

BACKGROUND: Mephisto is an extradimensional entity that rules over a pocket dimension which he sometimes refers to as "hell," though it is quite clear that this is not the hell of the Judeo-Christian religion. Mephisto likes to maintain the illusion that he is the "devil" of the Christian religion in order to exploit the fears of humans, whom he consequently finds much easier to corrupt. At times, therefore, Mephisto has allowed himself to be called "Mephistopheles," "Satan," and "Beelzebub."

Mephisto's domain is inhabited by himself, the lesser supernatural beings that serve him (see Mephisto's Demonic Thralls, and Mephisto's Footsoldiers, below), and the astral forms, or souls, of certain deceased humans which inhabit the bodies of demons which have been specially altered to resemble the souls' mortal human forms.

Because he draws his power from the souls he imprisons, Mephisto is constantly striving to add new souls to his collection, the more powerful the soul the better. Mephisto prefers human souls, though he will often go after those of extra-terrestrials as well. Indeed, he has made repeated attempts to break the will and enslave the soul of the being known as the Silver Surfer (see the Adventure Book). He has also made attempts to take possession of the soul of the Asgardian Thor.

The human stunt cyclist Johnny Blaze once made a pact with Mephisto, exchanging his soul in return for Mephisto's saving the life of Blaze's grandfather. Before Mephisto could take possession of Blaze's soul, however, a woman named Roxanne Simpson arrived and recited a special spell of banishment which she had stumbled across in an occult tome. Mephisto was forced to flee without Blaze's soul, but not before grafting the essence of the demon Zarathos on to Blaze's body, causing Blaze to become the composite being known as Ghost Rider.

Mephisto is sometimes impersonated by lesser Demons who imitate his form. This explains the stories of many Earth adventures who claim to have defeated Mephisto "easily."

Mephisto has also bound a demon to the actor Martin Preston, creating the being known as Master Pandemonium. He has recently been defeated twice by Franklin Richards, the young son of Mr. Fantastic and Invisible Woman of the Fantastic Four. Among the souls imprisoned by Mephisto are those of the Purple Man, Shalla Bal, Doctor Doom's mother, and Thanos.

MEPHISTO'S DEMONIC THRALLS

F	50	Am	Health: 180
A	50	Am	
S	50	Am	Karma: 36
E	30	Rm	
R	a	Ty	
I	10	Gd	
P	20	Ex	

KNOWN POWERS:

Claws: The thralls have sharp claws and fangs which they can use to inflict Excellent Edged weapon damage.

Flight: The thralls have leathery bat-like wings which allow them to fly with Good airspeed. The thralls have mastered the unusual physics of Mephisto's dimension and can fly there, as well as in more traditional realms.

Leathery Skin: Their tough skin grants the thralls the equivalent of Remarkable protection against physical and energy attacks, and Incredible protection against lightning, corrosives, heat, and cold.

Weapons: The thralls are usually armed with sharp pitchforks which inflict Remarkable edged weapon damage.

BACKGROUND: The thralls are Mephisto's upper level servants. Mephisto sends these creatures out to perform errands and implement his schemes. In addition, the thralls are often used by Mephisto as super-powered enforcers, and several of them wander about his realm in constant patrol.

MEPHISTO'S FOOTSOLDIERS

F	40	In	Health: 150
A	40	In	
S	40	In	Karma: 20
E	30	Rm	
R	4	Pr	
I	6	Ty	
P	10	Gd	



KNOWN POWERS:

Claws: The footsoldiers have sharp claws and fangs which they can use to inflict Good Edged weapon damage.

Leathery Skin: Their tough skin grants the soldiers the equivalent of Excellent protection against physical and energy attacks, and Remarkable protection against lightning, corrosives, heat, and cold.

Weapons: The soldiers are usually armed with long swords which inflict Excellent edged weapon damage.

BACKGROUND: The footsoldiers are Mephisto's lower level servants. Unlike the demonic thralls, the footsoldiers are incapable of flight and have almost no independent willpower. They must be issued a direct order by Mephisto or a thrall in order to undertake a task. Most of the footsoldiers are used to patrol Mephisto's realms.

PLUTO Hades

F	100	Un	Health: 550
A	100	Un	
S	100	Un	Karma: 275
E	250	Shift Y	
R	75	Mn	Resources: Unearthly(100)
I	100	Un	
P	100	Un	Popularity: -500

(The above are Pluto's normal statistics. There is a chance in this adventure that Galactus will become imprisoned in Pluto's realm for a short time. If that happens, Pluto will gain power from Galactus: Increase Pluto's Endurance to Class 1000 and his Health to 1300. Other changes are noted below in brackets.

KNOWN POWERS:

Immortality: As an Olympian god, Pluto does not die if his Health and Endurance both fall to Shift 0. He is immune to disease, toxins, and aging. These abilities all function at the Class 1000 level.

Regeneration: Pluto has Unearthly regeneration powers enabling him to heal at 100 times the normal rate.

Energy Mastery: Pluto has complete mastery over various forms of energy, giving him all of these powers at Shift X rank [Shift Z if Pluto controls Galactus]:

- Fire Control
- Darkforce Manipulation
- Electrical Manipulation
- Gravity Manipulation
- Light Manipulation
- Darkforce Generation
- Fire Generation
- Energy Generation

Force Field: Pluto can project a force field that gives him Shift X protection against energy, force, magic, and physical attacks.

Dimension Travel: Pluto can teleport from one dimension to another with Unearthly ability.

Strength Drain: Pluto can touch a victim and drain away 50 points of Strength. When the victim falls to 0

Strength, he falls unconscious. This power functions at the Amazing rank. [Monstrous when Pluto controls Galactus]

Mystical Flame: Pluto can sheath himself in an Unearthly flame, preventing anyone from touching him without suffering Unearthly magical damage (defenses against normal flame attacks do not function). He can also fashion weapons out of the flame which paralyze an opponent unless he or she makes an Unearthly intensity Psyche FEAT roll.

Invisibility: Pluto had a helmet made for him by the Cyclopes which gives him Unearthly invisibility powers, even to other Olympians.

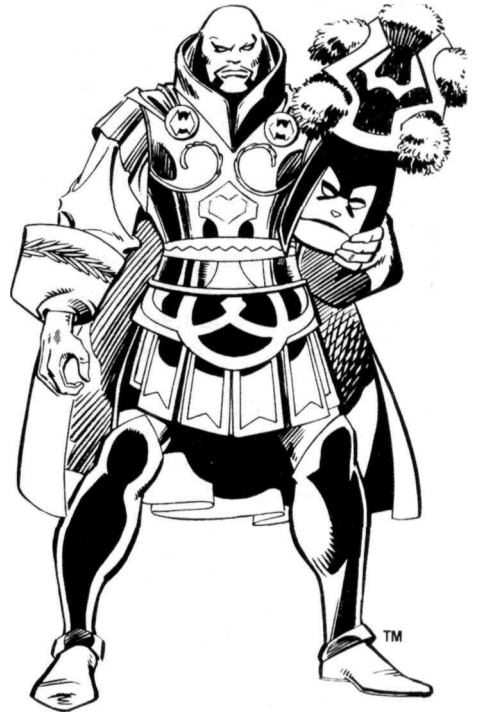
Body Armor: Pluto's dense flesh provides him with Excellent protection from physical and energy attacks.

Battle Axe: Pluto carries a specially enchanted battle axe made of adamantium (Class 1000 material strength). The axe does Amazing edged weapon damage, and allows Pluto to project force bolts of Monstrous intensity. Pluto can project bolts of Amazing intensity without the axe.

CONTACTS: Pluto is an Olympian god, and though he is not exactly on good terms with his fellow gods, he may be able to call upon them *in extremis*. As a Death god, Pluto is also able to call upon his master.

BACKGROUND: Pluto is the eldest son of Cronus, ruler of the superhuman Titans, and his wife Rhea. Fearing that he would be overthrown by his offspring just as he himself overthrew his father Uranus, Cronus imprisoned each of his children in Tartarus, the darkest section of Hades, the Olympian underworld, as soon as he or she was born.

Appalled by this, Rhea gave birth to Zeus without Cronus' knowledge and raised him in secret. The adult Zeus eventually overthrew Cronus and freed his siblings. After the battle, Zeus imprisoned Cronus and his fellow Titans in Tartarus, and knowing they would need a strong warder, assigned his brother Pluto rulership of the entire underworld.



Shortly thereafter, Pluto made a pact with the being known as Death, and became one of the so-called Death gods. From that time on, Pluto began to periodically launch schemes aimed at overthrowing his brother's rule aimed at securing a larger piece of the cosmic pie for himself and his true master.

PLUTO'S FOOTSOLDIERS

F	Rm	30	Health: 140
A	Rm	30	
S	In	40	Karma: 40
E	In	40	
R	Gd	10	
I	Gd	10	
P	Ex	20	

KNOWN POWERS:

Armor. Pluto's special warriors have dense flesh which give them the equivalent of Poor protection against physical and energy attacks. While dressed for battle and wearing their armor, this protection is increased to Good.

Weapons: The soldiers are armed with special spears that inflict Good Edged weapon damage.

HELA

Death Goddess of Asgard

F	50	Am	Health: 1200
A	50	Am	
S	100	Un	Karma: 170
E	1000	Cl 1000	
R	30	Rm	Resources: Mn(75)
I	40	In	
P	100	Un	Popularity: -75

KNOWN POWERS:

Body Armor: Helia's super dense Asgardian flesh grants her Good protection against physical (blunt, edged, and shooting) attacks, as well as from energy attacks.

Invulnerability: Within the realms of Hel and Niffleheim, Helia is immune to heat, cold, disease, radiation, corrosives, and toxins.

Mind Control: Helia has complete control over the thoughts and actions

of the dead with Class 3000 ability.

Illusion-Casting: Helia can create complex and completely realistic holograms at the Class 5000 rank. Characters having reason to disbelieve one of her illusions may attempt an Intuition FEAT roll; on a red result they have reason to doubt the illusion's true nature, but still feel it to be "real." A character that successfully passes a Class 5000 Intensity Intuition FEAT roll can ignore the illusions altogether.

Death Touch: Helia can cause a mortal to die by simply touching him or her. This ability operates at the Class 1000 rank, and its victim must make a Class 1000 intensity Endurance FEAT roll each round or lose one rank of Endurance (all checks are made using the target's original Endurance level). When the victim's Endurance reaches Shift 0, he or she dies and his or her spirit enters Hel.

Age Control: Helia can cause a victim to age with her glance. The victim must make an Unearthly intensity Psyche FEAT roll or age a number of years equal to the difference between Helia's Psyche and his or her own.

Resurrection: Helia can restore gods to life by using her Class 1000 resurrection ability to make a FEAT roll equal to the intensity of the target's Endurance.

True Flight: Helia can fly at Unearthly speeds through the air or space.

Levitation: Helia can levitate herself or others with Unearthly prowess.

Hand of Glory: This is a special attack that inflicts Unearthly Edged weapon damage upon its target.

Helia can only use this power once per day.

WEAKNESS: Helia preserves her life force by means of a cape and head-dress. Without these garments, she has a Strength and Endurance of Feeble, and cannot use any of her superhuman powers.

TALENTS: Helia has a thorough knowledge of all lore involving the Nine Worlds (Unearthly Reason in these matters).

CONTACTS: Helia is the ruler of Hel and Niffleheim. She is also acquaint-



ed with the deities of death in other pantheons, and is a direct servant of Death itself.

BACKGROUND: Legend has it that Hela is the daughter of Loki and the sorceress giantess Angrboda. The three goddesses of fate, the Norns, have warned the Asgardian gods that Hela will prove a great danger to them.

Odin himself decreed that, on the day of her maturity, Hela become the goddess and ruler of the spirits of the Asgardian dead. He reserved for himself the right to rule over Valhalla, where the spirits of courageous warriors who died in battle reside. Hela was given control of Hel and Niffleheim, both realms of the dead. For ages, Hela has sought to bring more Asgardian souls under her control, and especially longs to possess the souls of Odin and Thor.

In recent years, Odin's attention wandered from Valhalla. Hela tried to annex that realm to her own, hoping to consolidate her power over all the spirits of Asgard's dead. Eventually, Odin noticed Hela's trespass and forced her to withdraw.

Though Hela is stalled for the present, no one doubts that she and her army of dead will be back.

SETH Heliopolitan God of the Dead

F	40	In	Health: 230
A	40	In	
S	75	Mn	Karma: 170
E	75	Mn	
R	30	Rm	Resources: Mn(75)
I	40	In	
P	100	Un	Popularity: -50

KNOWN POWERS:

Body Armor: Seth's super dense skin gives him Excellent protection from blunt, edged, shooting, energy, and force attacks.

Force Field: Seth can surround himself with a field of magical energy that gives him Incredible protection

against all attacks.

Undead Control: Seth has Shift X control over the undead imprisoned within his realm. Most of the undead under Seth's command are of the lesser sort: zombies, skeletons, etc.

Dimensional Winds: Seth travels from dimension to dimension by using a force he calls the "dimensional winds." The dimensional winds can take Seth to the dimension of his choice with Unearthly accuracy, and can sweep up anyone within two areas of him as well at his option. Unwilling victims are allowed to make Amazing intensity Strength FEAT rolls to avoid being transported.

Mind Control: Seth can control minds with his gaze. This ability functions at the Amazing rank.

Kinetic Bolts: Seth can fire kinetic bolts of Amazing intensity.

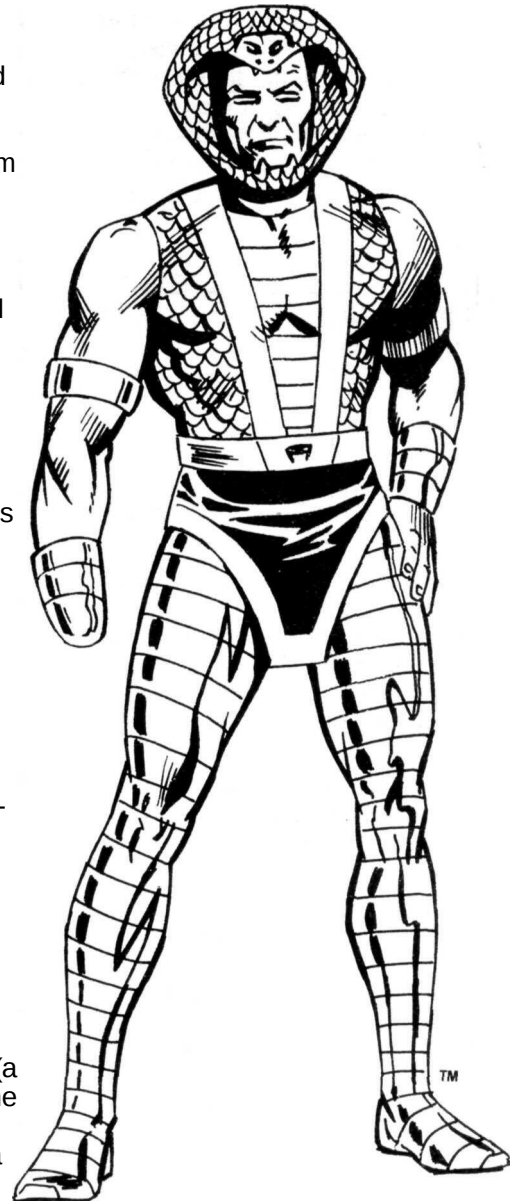
Invulnerability: Seth is immune to Earth diseases, toxins, and aging. He is not, however, immortal.

WEAKNESS: Seth only has one hand.

CONTACTS: Seth rules the Heliopolitan land of the dead. He is also a servant of Death, and is well acquainted with the other Death gods.

BACKGROUND: The gods of Heliopolis came into existence over several generations. Before there were any gods, there was Nun, the essence of chaos and nothingness (a relative of Voyd). Nun sired Atum, the first god of the Heliopolitan pantheon. Atum later took the aspect of Ra and sired the next generation of gods, Shu and Tefnut. Shu and Tefnut begat Geb and Nut, who parented Seth.

Seth is the brother of Isis, Nephthys, and Osiris. Shortly after his birth he was given sway over the realms of the dead. Later, Seth murdered Osiris in order to gain the throne of Heliopolis; but Isis resurrected him.



OTHER CHARACTERS

VOYD

F	5000	CI	5000	Health:	
				20,000	
A	5000	CI	5000		
S	5000	CI	5000	Karma:	
				4050	
E	5000	CI	5000		
R	50	Am		Resources:	
				Fe(2)	
I	1000	CI	1000		
P	3000	CI	3000	Popularity:	
				0	

KNOWN POWERS:

Voyd can use all of the powers detailed in the Players Book (or in the *Ultimate Powers Book* if you have it) at the Class 1000 ability level.

WEAKNESS: Voyd is currently locked in a deep slumber. It would take an enormous power (on the order of that wielded by Death, Eternity, or Galactus) to revive him.

BACKGROUND: Voyd is an immense (500 + foot tall) demon, that was created out of the emptiness "that spanned the gap between the old universe and the creation of the current (Marvel) universe. After his creation, Voyd was only conscious for a brief instant before Death and Eternity were created, an event which placed so much strain on Voyd that it flung him into a deep coma, from which he has yet to emerge.

For eons, Voyd lay unconscious in a small pocket dimension just removed from the center of the universe. Recently, however, Death seized Voyd and moved the helpless creature to its inner sanctum, where it hoped to soon resurrect the demon by exploiting the power of Galactus.

No matter what happens, Voyd's role in this adventure will be extremely limited. He will probably only appear for a few seconds in Chapter 14, before being quickly snapped back into his coma.

UATU

The Watcher

F	50	Am	Health:	250
A	50	Am		
S	50	Am	Karma:	300
E	100	Un		
R	100	Un	Resources:	Un(100)
I	100	Un		
P	100	Un	Popularity:	0

KNOWN POWERS:

Clairaudience: Uearthly range (2.5 billion miles).

Clairvoyance: Uearthly range.

Communicate with Animals: Uearthly ability to speak with animals.

Communicate with Cybernetics: Uearthly ability to speak with intelligent machines or to take readings from non-self-aware devices.

Communicate with Plants: Uearthly ability to speak with the higher forms of plant life.

Cosmic Awareness: Class 1000 awareness of this universe and several others that exist as alternates.

Empathy: The Uearthly ability to read emotions.

Force Field Generation: Ability to generate a Class 1000 force field.

Gateway: Uatu has a Class 5000 range that can reach distances up to 500 light years at a jump.

Immortality: Uatu is most likely several million years old. He is apparently immune to aging and disease.

Kinetic Bolt: Uatu can fire bolts of Uearthly intensity.

Linguistics: Uatu has the Class 1000 ability to understand any language.

Mental Invisibility: He has the Class 1000 ability to render himself and anyone he chooses undetectable.

Mind Probe: Uearthly rank probes of minds and psionic phenomena. Curiously, his use of this power or telepathy gives its target Uearthly protection against any other entities attempting to do likewise.

Remote Sensing: Uearthly ability to extend the range of all five of his senses.

Self Sustenance: Uatu has never



been known to eat, drink, or be required to breathe. However, all members of his race must occasionally bathe in particular radiations.

Shapeshifting: To aid their covert surveillance of the universe, all Watchers have Unearthly ability to transform themselves to mimic whatever lifeform they are observing.

Telekinesis: He has Unearthly abilities, mostly used to operate machinery and fetch items.

Telelocation: He has the Class 5000 ability to locate anyone in the universe.

Telepathy: Class 5000 communication with other Watchers and entities. Otherwise, Uatu decreases his rank to Unearthly when dealing with mortals.

Teleportation: Class 5000 range (500 light years).

Total Memory: Uatu has Class 5000 recall of everything he has ever experienced.

Levitation: Uatu can levitate at the Unearthly rank.

True Invulnerability: Uatu has Class 1000 resistance to all attacks.

TALENTS: Uatu possesses almost any and all talents imaginable.

CONTACTS: Because Watchers typically never help anyone, no one ever helps them. However, Uatu's peculiar behavior has given him contacts with the Fantastic Four, his neighbors the Inhumans, and Galactus.

BACKGROUND: The Watchers are one of the first races to evolve in our universe. Originally, the Watchers decided to assist the races around them in attaining high levels in technology and (they hoped) civilization. Unfortunately, their good intentions were lost on some of their charges. One race to whom they gave nuclear technology created genocidal weapons, destroying two civilizations. Shocked by the results of their interference, the Watchers decided that they would only observe the Universe and never again interfere. They hold to this pledge even when they are aware that incredible disaster results from their inactivity. For example, a Watcher had the chance

to destroy a still-forming Galactus. Adult Watchers are assigned a star system to monitor for developing life.

Uatu is considered the Watcher's equivalent of a juvenile delinquent. He has developed a fascination for the boisterous human race and has decided to aid its development. Rather than overt help, though, he tends to warn humans of impending danger or to directly suggest solutions to their problems. He will usually ignore direct appeals for aid.

DORMAMMU

F	100	Un	Health: 1275*
A	100	Un	
S	75	Mn	Karma: 250
E	1000	CL1000	
R	75	Mn	Resources: Mn(75)
I	75	Mn	
P	100	Un	Popularity: -30

*Dormammu draws all of his strength from his followers and captives. These figures may vary depending upon the relative strengths of his followers at any given time, and Dormammu cannot be destroyed as long as some of his followers still exist. The stats above reflect Dormammu in his normal state. Use the figures below while he has Galactus under his control.

F	100	Un	Health: 1350
A	100	Un	
S	150	Shift X	Karma: 300
E	1000	CL1000	
R	75	Mn	
I	75	Un	
P	150	Shift X	

All figures given in brackets below refer are applicable only while Dormammu controls Galactus.

KNOWN POWERS:

Magical Ability: Dormammu was once the Sorcerer Supreme of the Dark Dimension and is, in any case, an extremely powerful being. He may



use any listed power as a spell, subject to the limitations of Personal, Universal, and Dimensional energy restrictions, except for those specifically connected with the maintenance of order. He uses these abilities at the Monstrous level [Unearthly level while he controls Galactus], unless otherwise noted as power stunts. In addition, Dormammu regularly uses the following powers:

Counterspell: Dormammu can cancel out or tamper with the magical spells of others with Unearthly ability. For example, he once caused Thor to transform into his mortal guise, reversing an enchantment of Odin. To do this, Dormammu must make a FEAT roll at an intensity equal to the power rank of the original enchantment. [This power is raised to Shift X while he controls Galactus].

Dimensional Aperture: Dormammu can step through a dimensional aperture or teleport himself into the Earth dimension only on Halloween night,

and only after his followers have performed a special ceremony. He does so with Uearthly ability.

Eldritch Attacks: Dormammu is capable of launching Monstrous intensity eldritch attacks. [Raised to Shift X while he controls Galactus].

Growing: Dormammu has Class 1000 growth powers. He can become hundreds of feet tall. [Class 3000 while he has Galactus].

Illusion: Dormammu can cast Amazing rank illusions. [Monstrous while he has Galactus].

Interdimensional Teleportation: Dormammu can teleport anywhere within his dimension. This includes the ability to slip into interdimensional space and travel back in time in any dimension. The use of this power results in a -2 CS to Dormammu's Psyche and the power ranks of his spells for 24 hours. In addition there is also the normal -1 CS for being in another dimension.

MatterRearrangement: Dormammu has this power at Uearthly level. [Shift X while he has Galactus].

Nature Control—All: Dormammu can control nature and the four basic elements with Uearthly prowess.

Shrinking: He has Uearthly shrinking powers.

Telepathy: Class 1000 ability. Dormammu can telepathically contact anyone across the dimensions.

Transformation: Dormammu can use this magical power on himself or other beings with Uearthly prowess.

MAGICAL ITEMS: Dormammu discovered two extremely potent magical artifacts in the limbo in which Doctor Strange imprisoned him after their last encounter. These are described below:

Dust of Orpheus: When cast into the air, the dust of Orpheus casts a powerful sleep spell upon everyone within seven areas of the user (except for the user himself). This spell operates at the Class 1000 rank. Dormammu will use the dust to put all of the heroes to sleep in Chapter 9.

Amulet of Wandarr-Karr: The amu-

let allows its wearer to perfectly mimic any other known creature. This ability functions at a power rank of Class 1000 and the wearer gains all of the abilities, and the appearance of the target. This item can only be used to mimic one target per month. Dormammu will use the amulet to pose as Captain Mar-Vel in Chapters 6 through 9.

TALENTS: Dormammu is a master of Occult Lore (Shift Z Reason in such matters).

BACKGROUND: Little is known of Dormammu's origins, other than that he is a member of the extra-dimensional Faltine race. With the help of his sister, Umar, he defeated the invasion of the Mindless Ones and became the ruler of the Dark Dimension, increasing his magical abilities by transforming his body into mystical energy. He then consolidated his power, exiled his sister, and eventually became Sorcerer Supreme of the Dark Dimension.

As a result of his most recent defeat, Dormammu was scattered across the universe. He was not, however, permanently destroyed, but just severely weakened. During his absence, both Umar and Clea have been Sorceress Supreme of the Dark Dimension. Dormammu's major goals are to recapture his position as Sorcerer Supreme, and to conquer the Earth dimension to avenge his many defeats at the hands of Doctor Strange.

CLEA

F	20	Ex	Health: 100
A	20	Ex	
S	30	Rm	Karma: 170
E	30	Rm	
R	20	Ex	Resources: Mn(75)
I	50	Am	
P	100	Un	Popularity: 70

KNOWN POWERS:

Magical Ability: Clea is the Sorceress Supreme of the Dark Dimension, and



has studied under Doctor Strange. Her magical powers are very formidable. She can use most listed powers as spells at the Amazing rank. In addition, she has the following magical powers available to her:

Astral Projection (P): Monstrous level.

Shield-Individual (P): Amazing.

Telepathy (P): Unearthly. Clea can telepathically appear to all of her subjects or contact characters in other dimensions.

Barrier (U): As ruler of her realm, Clea draws power from the Dark Dimension in order to maintain an Unearthly strength barrier around the dwelling place of the Mindless Ones. There is a chance that this barrier will collapse in Chapter 9.

Conjure (U): Amazing.

Matter Rearrangement (U): Unearthly.

Nature Control (U): With great concentration, Clea can control the physical appearance of her dimension.

Eldritch Beams (U): Amazing.

Teleportation (U): Monstrous.

Dimensional Aperture (D): Amazing.

TALENTS: Clea is trained in Martial Arts A.

BACKGROUND: Clea is the daughter of Umar, a member of the Faltine race, and of Prince Orinim the son of Olnar, former ruler of the Dark Dimension. Clea was raised by Orini, and, until recently, only Umar and Orini knew that Umar was Clea's mother. Clea befriended and aided Doctor Strange on his first journeys into the Dark Dimension, as Strange engaged in battle with the dread Dormammu. The camaraderie between Clea and Strange led to them falling in love. Attempting to escape the vengeance and manipulations of Dormammu and Umar, Clea went to live with Doctor Strange on Earth, where she was his lover and disciple. Clea eventually returned to her own dimension and lead a rebel force against the tyranny of Umar. With the aid of Doctor

Strange, the rebels bested Umar's forces. Clea then defeated Umar in personal combat and, by the people's consent, became Sorceress Supreme.

MINDLESS ONES

P	30	Rm	Health: 64
A	4	Pr	
S	10	Gd	Karma: 6
E	20	Ex	
R	2	Fb	
I	2	Fb	
P	2	Fb	

KNOWN POWERS:

Thick Skin: The Mindless Ones have skin that acts as Excellent body armor.

Eye Beam: The single oval eye that each of the Mindless Ones possesses fires an energy beam that causes Excellent damage. The beam can only be fired at a range of one area and does Force damage.

Mindlessness: Because these beings are mindless, powers that affect the mind (such as Confusion, Fear, Mental Control, and Mesmerism) have no effect upon them.

Environmental Independence: They need not eat, sleep, or breathe, but seem to derive their energy from an inexhaustible internal supply. It is unknown if they ever age or die.

Inexhaustible: The Mindless Ones never tire and never cease moving and fighting. If defeated, they will lay as if dead for 3 rounds, then rise up and begin fighting again. Karma is granted as normal for defeating them.

BACKGROUND: The Mindless Ones, gray humanoids with slightly bulkier and taller bodies than human beings, lived in a pocket cosmos that was accidentally absorbed into the Dark Dimension. In rebellion, they killed many of that dimension's magic wielders, including Olnar, its ruler. Dormammu, who was later to become Sorcerer Supreme of the dimension, herded them up and locked them behind a special magical barrier. They have escaped from



this barrier upon numerous occasions, caused chaos, and then been returned to their confines. These creatures travel in large packs of between ten and 100 and have never entered the Earth dimension.

DARK DIMENSION INHABITANT, Typical

F	6	Ty	Health: 28
A	10	Gd	
S	6	Ty	Karma: 26
E	6	Ty	
R	6	Ty	
I	10	Gd	
P	10	Gd	

KNOWN POWERS:

Magical Ability: The Dark Dimension seems to have more than its fair share of spellcasters.

BACKGROUND: The inhabitants of the Dark Dimension are quite similar to humans, with the exception of the apparent ease with which they can control the forces of magic.

THANOS

Thanos of Titan (deceased)

F	75	Mn	Health: 305
A	30	Rm	
S	100	Un	Karma: 120
E	100	Un	
R	50	Am	Resources: Am(50)
I	20	Ex	
P	50	Am	Popularity: -100

KNOWN POWERS:

Invulnerabilities: Thanos is completely invulnerable to heat, cold, energy, electricity, radiation, toxins, and disease. He could be affected by Slam and Stun results, but a permanent death required the complete destruction of his body.

Body Armor: Thanos' hide gives him Monstrous protection against physical attacks, and Amazing protection against all forms of energy to which he is vulnerable.

Life Support: Thanos has Class 1000 Life Support and can withstand prolonged exposure to space.

Energy Blasts: Thanos can project bolts of Unearthly Force or Energy from his hands.

Psionic Attack: Amazing rank.

Teleportation: Thanos can teleport with Unearthly ability, but never in battle. He can carry ten people with him with ease.

TALENTS: Thanos was a genius level intellect. He has the Engineering and Repair/Tinkering talents.

BACKGROUND: Thanos, the son of Mentor and the brother of Starfox, was a mutant Eternal. As an adult, he set out on a career of conquest. His first target was his home planet, which he devastated with nuclear weapons. By this time, he had become a worshipper of Death. He then went to Earth to obtain the first Cosmic Cube. Despite the power he gained from the cube, he was defeated by Captain Mar-Veil and the Avengers. His second scheme involved siphoning power from six "soul gems" to build a weapon that caused supernovae. Opposed by the

Avengers, Spider Man, and Adam Warlock, Thanos slew Warlock, whose life force was absorbed by his own soul gem. Thanos defeated the Avengers, but Spider Man and the Thing rescued them. Spider Man then released Warlock's spirit from the soul gem, and it turned Thanos to stone.

Because of his exemplary service in life, Death rewarded Thanos after his death by assigning his soul to Mephisto's realm, where he now functions as an advisor and lieutenant.

CAPTAIN MARVEL

Mar-Veil of the Kree (deceased)

F	30	Rm	Health: 130
A	30	Rm	
S	40	In	Karma: 90
E	30	Rm	
R	10	Gd	Resources: Pr(4)
I	50	Am	
P	30	Rm	Popularity: 55

KNOWN POWERS:

Nega-Bands: These Kree weapons worn on each wrist, provided Mar-Veil with several powers:

- * Remarkable body armor.
- * Flight: Remarkable speeds in the atmosphere; Class 1000 speed in space.
- * Unearthly life support in outer space.
- * Psychic Transfer: Captain Marvel and Rick Jones had a psychic link through the bands. Only one of the two could exist on Earth at any given time, but the two personae could communicate telepathically. The one who was not on Earth was in the Negative zone. The transfer occurred automatically when the one on Earth slammed the bands together; the other would appear wearing the bands.

Cosmic Awareness: The cosmic being Eon granted Captain Marvel this power at Monstrous rank.
Solar Bolts: Captain Marvel had the power to fire energy bolts of Remark-



able power and range.

TALENTS: Mar-Veil used Martial Arts A and E in combat, and had Military and Detective/Espionage skills.

CONTACTS: Mar-Veil's friends included Rick Jones, the Avengers, and Drax the Destroyer.

BACKGROUND: Mar-Veil, a Kree war hero, was sent to Earth as a pawn of both Ronan the Accuser and the Supreme Intelligence (whose schemes were in conflict); the latter scheme required the psychic link with Jones. Mar-Veil helped protect the Earth from Kree interference. He aided the Avengers in the Kree-Skrull War and later against Thanos; Mar-Veil gained his solar and cosmic awareness powers after these adventures. He died of cancer shortly thereafter.

Captain Marvel does not really appear in this adventure. Dormammu uses one of his powerful magic items to impersonate Mar-Veil. During this period, use the above stats for Dormammu (though he can call upon his own magical abilities at any time if need be).

THE PURPLE MAN

Zebediah Kilgrave (deceased)

F	10	Gd	Health: 50
A	10	Gd	
S	10	Gd	Karma: 40
E	20	Ex	
R	20	Ex	Resources:
			Rm(30)
I	10	Gd	
P	10	Gd	Popularity:
			-10

KNOWN POWERS:

Pheromones: The Purple Man was capable of releasing powerful psycho-active chemicals from his body which tended to sap a target's will and subject him or her to the Purple Man's direct commands. This power functions automatically and at Monstrous rank.

TALENTS: Purple Man was skilled in Martial Arts A, and also possessed the Espionage talent.

BACKGROUND: Killgrave was a former Soviet spy who acquired his mind control powers in a bizarre chemical accident. After acquiring his powers he repeatedly battled Daredevil and Spider Man until he eventually met his end during a battle with the Avengers. After his death, Purple Man's soul was confined to Mephisto's realm.



MARVEL SUPER HEROES™

Official Game Adventure

The Left Hand of Eternity

By Ray Winninger

Adventure Book

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INTRODUCTION

The Left Hand of Eternity is a high powered role-playing adventure for the MARVEL SUPER HEROES™ Game. It contains:

- one 16-page Resource Book, describing the major non-player characters the heroes will encounter during play.
- one 32-page Adventure Book, describing the player characters, minor non-player characters, and the adventure itself.
- a four-color, full-size map depicting Dormammu's Dark Dimension, Death's pocket realm, and some of the adventure's other important locations.
- a facsimile prop of Mephisto's hourglass.
- and a summary of the pregenerated heroes, for reference during play (inside back cover).

As judge, review these components carefully. Running an adventure of this scale is quite taxing, and requires detailed knowledge of the story, the setting, and the characters involved. After reading the Resource Book, make sure to keep it handy during play; you will probably find yourself referring to it constantly.

The pregenerated hero summary on the back cover provides a ready reference for consultation during play. If the players do not use the pregenerated heroes, create a similar reference sheet for their heroes.

Death and Its Plan

Just who or what is this Death? Well, when the Marvel Universe was created several thousand eons ago, two beings were born: Eternity and Death. Eternity is made up of the stars, planets, living creatures, physical objects, and space itself. Death is Eternity's opposite, made up of hatred, famine, plague, and destruction. Ever since their creation, these two beings have been locked in an eternal struggle.

Normally, there is a near-perfect balance of power between Eternity and Death, with neither able to gain the upper hand. Since the events

which unfolded in *Cosmos Cubed*, however, Death has been hatching a plot that will finally tip the scales in its favor, enabling it to destroy Eternity once and for all and gain domination over the universe. Death itself set into motion the Elders' plot against Galactus, knowing full well what would happen when they finally turned the Cosmic Cube upon him. Death correctly guessed that while fragmented into individual components, Galactus would be disoriented and open toward an alliance against Eternity, who would be no match for their combined might.

Death hopes to use Galactus' enormous energies to reactivate the creature known as Voyd, an immensely powerful demon that was born out of the emptiness which bridged the gap between the old universe and the new. Shortly after Death, Eternity, and the Marvel Universe were created, Voyd fell into a deep slumber, from which he has never emerged. If he could be reanimated, it is almost certain that Voyd would launch an all out assault on Eternity in order to restore the universe to the nothingness which created Voyd in the first place. The two beings would then destroy each other (and, henceforth almost all of creation), leaving a somewhat depleted universe for Death alone. Death has never risked using its own powers to rejuvenate Voyd, because it believes that doing so might consume it forever.

When the heroes of Earth unexpectedly interfered and restored Galactus' memories before his energies could be exploited (in *Ragnarok and Roll*), however, Death was forced to modify its plan. By imprisoning Galactus within its realms, Death is still able to indirectly tap his power. You see, ruling over the Realms of Death are a number of Death's loyal servants, called Death gods (Mephisto, Hela, Pluto, Seth, etc). Each of the Death gods is given dominion over a certain portion of Death's realm in which are imprisoned the souls of certain dead mortals. The Death gods draw their strength and

energies from the souls imprisoned within their individual realms. The amount of power they receive from a soul depends upon how much power the soul wielded in life. Imprisoning someone as powerful as Galactus within the realm of a Death god would vastly increase his or her energies over time, eventually granting the being enough power to awaken the slumbering Voyd.

After Death reached its amended agreement with Galactus and brought him back to its realms, it auctioned off the right to imprison him among the Death gods. At the auction, Mephisto won Galactus with a bid of 40 million souls to be distributed to his peers, an offer which none of the other Death gods could touch.

Needless to say, Mephisto's bid was very displeasing to the other Death gods. With someone as powerful as Galactus in his realm, Mephisto would soon be infinitely more powerful than any of them, granting him greater favor with their master and tipping the cosmic scales in his favor. This situation was unacceptable enough to goad Seth, Hela, and Pluto into striking a secret alliance against Mephisto, aimed at gaining control of Galactus for themselves.

For now, Death has yet to inform its minions of its ultimate aims in order to avoid attracting attention. It is still waiting for Mephisto to become powerful enough to help it rejuvenate Voyd.

Impossible FEATs

Use the Impossible FEATs optional rule on page 15 of the Player's Book. This rule prevents a hero from making any FEAT roll that has an Intensity which exceeds his or her ability by more than one rank.

Rollcall

This adventure was specifically designed for a hero team consisting of: Thor, the Silver Surfer, Nova, Doctor Strange, Mantis, Gladiator, Firelord, and Beta Ray Bill. Descriptions

and statistics for the first four heroes can be found in the Judge's Book (Thor, page 39; Silver Surfer, page 37; Nova, page 55; Doctor Strange, page 28). The other four are detailed below.

Karma Points

At the end of each chapter, a list of suggested Karma Point bonuses (or losses) appears. These points are to be split evenly among the heroes participating in the events of the chapter, though you have the option of giving more of the points to heroes who do the lion's share of the work. If the characters elect to form a Karma Pool for the adventure, all Karma Point awards go directly to the pool.

MANTIS (Update)

Real Name Unrevealed

F	40	In	Health: 116
A	40	In	
S	6	Ty	Karma: 76
E	30	Rm	
R	6	Ty	Resources: Fe (2)
I	20	Ex	
P	50	Am	Popularity: 20

KNOWN POWERS:

Empathy: The Priests of Parma trained Mantis to feel the emotions of any living creature with Amazing accuracy. She can now use her empathic abilities to communicate with plant life anywhere in the universe.

Healing: Since becoming the Celestial Madonna, Mantis has learned to instill her life essence into medicinal herbs and poultices to help others heal with Unearthly effect.

Life Support: Because her body is now composed of mental energy, Mantis can withstand hostile environments (Shift Z protection) for an indefinite time.

Plant Control: As Celestial Madonna, Mantis carries the spark of plant life within her body, giving her Unearthly control over all plant life. She may call upon plants anywhere to do her bidding.

Recovery: Mantis has complete con-

trol of her body, which she can use to heal herself with Amazing results. **Resistances:** Mantis has Incredible resistance to toxins and diseases that affect animal life; but no special defenses against diseases that affect vegetable matter.

Teleportation: Mantis may transfer her life essence into any plant. She may even travel across space by transferring her life essence into a plant on another planet. This ability acts as Class 1000 Teleportation, with no range limit. Mantis does, however, need several minutes to create a new body at her destination.

TALENTS:

Mantis is skilled in Martial Arts A, B, D, and E. The Priests of Parma also trained her in the Resist Domination talent.

CONTACTS: Mantis is currently a close friend of the Silver Surfer. She also has strong ties to the Avengers. As Celestial Madonna, Mantis bore the son of the eldest Cotati on Earth, so she has strong ties with the tree-like Cotati race. Under desperate

circumstances, Mantis could probably also call upon Shalla Bal, the Empress of Zenn La. Shalla Bal is the Silver Surfer's former love, and the empress of his homeworld. Although she is jealous of Mantis, Shalla Bal would probably aid her if possible.

GLADIATOR

Shi'ar

F	75	Mn	Health: 725
A	50	Am	
S	100	Un	Karma: 675
E	500	Shift Z	
R	100	Un	Resources: Mn(75)
I	75	Mn	
P	500	Shift Z	Popularity: 15 (100 in the Empire)

KNOWN POWERS:

Invulnerabilities: Gladiator has the equivalent of Unearthly body armor against physical and energy attacks. He has Shift Z protection against



heat, cold, gas, disease, and most radiation, though it is known that he is vulnerable to certain unspecified types of radiation.

Life Support: Gladiator's constitution enables him to withstand the rigors of deep space and hostile environments, giving him the equivalent of *Shift Z protection from these forces*.

Flight: Gladiator can fly both in space and in a planet's atmosphere. His air speed in space is Class 5000, but he slows down in a planet's atmosphere in order to prevent the Shockwaves that his normal flight speed would cause on the planet's surface. If he is flying at a safe altitude, Gladiator can fly at *Shift Z* speeds within an atmosphere. Otherwise, his speed is limited to Incredible.

Psychic Reflection: Any character that attempts to make a psionic attack against Gladiator must make a yellow Psyche FEAT roll. If the roll succeeds, the attacker realizes the nature of Gladiator's psychic defenses and is able to break off his or her attack at the last moment. If the FEAT roll fails, the character's psionic attack is instantly turned back upon him or her, but at -1 CS to its strength.

Heat Beams: Gladiator can project heat beams from his eyes which strike for Monstrous damage at a range of 10 areas.

Heightened Vision: Gladiator's vision is far more accurate than that of a normal person. Consider his Intuition rank to be Unearthly when rolling to determine whether or not he can spot a distant person or object.

ITEMS: Gladiator carries an inflatable incarceration bubble that can hold up to six human-sized opponents. He uses this portable jail cell to carry criminals and subversives through space with him. The material strength of the bubble is Monstrous.

CONTACTS: Within the Shi'ar Empire, Gladiator has an untold number of friends ranging from high-level government officials to skilled technical craftsmen.

FIRELORD Pyreus Kril of Xandar

F	75	Mn	Health:325
A	100	Un	
S	50	Am	Karma: 110
E	100	Un	
R	30	Rm	Resources: Pr(4)
I	50	Am	
P	30	Rm	Popularity: 0

KNOWN POWERS:

Energy Conversion: Firelord possesses the Unearthly ability to draw in cosmic energy from his surroundings and transform it into useable forms. This may be for sustenance or to fuel his other powers. The visible manifestation of this power is the fiery aura emitted from his hair and eyes. Firelord can channel this energy into several Power Stunts that duplicate other powers; these all function at Unearthly rank:

Fire Generation

Fire Control

Gravity Control

Heat Generation

Light Generation

Light Control

Plasma Generation

Plasma Control

Radio Generation

Radiowave Control

Sonic Generation

Sonic Control

Thermal Control

Energy Sheath: Firelord is surrounded by a fiery field that gives him Amazing protection against physical and energy attacks. This field is not actually combustion. It does not damage anything Firelord touches. However, as a Power Stunt, Firelord can temporarily increase the intensity of the field, enabling him to do Amazing damage to anything he touches.

Self-Sustenance: Firelord does not eat, drink, or breathe. He has *Shift Z* protection against the rigors of space or hostile environments.

Life Detection: He has the Unearthly ability to detect the presence of life energies within 500 light years.



Flight: Firelord can attain Class 1000 speed. Once his maximum speed is reached he can enter hyperspace to instantaneously reach any section of the universe.

Immortality: Due to Galactus' restructuring of his body, Firelord would have to be completely disintegrated before he could die. Kill results do not affect Firelord, but Slams and Stuns do.

Staff: Firelord carries a 5-foot rod of Class 1000 material, using it as a focal point for his cosmic energies. Although he can use his powers without the staff, he receives a +1 CS to all of his cosmic powers while using it.

TALENTS: Firelord was once the first officer of a Xandarian starship. As such, he possesses Military training and Astro-Navigational abilities.

CONTACTS: As Pyreus, he has the Nova Corps and the Xandarian people as a Contact. As Firelord, his original friend was Galactus. Since then he has become friends with Thor and Starfox.

BETA RAY BILL (English Translation of Alien Name)

F	100	Un	Health: 330
A	30	Rm	
S	100	Un	Karma: 100
E	100	Un	
R	30	Rm	Resources: 10(Gd)
I	20	Ex	
P	50	Am	Popularity: 30

KNOWN POWERS:

Body Armor: Bill's bio-engineered body provides him with Excellent body armor.

Invulnerability: Beta Ray Bill has Class 1000 immunity to disease.

Resistance: Bill has Shift X resistance to heat, cold, electricity, and radiation.

Storm Breaker: Storm Breaker is Bill's hammer. It was crafted by Odin and the dwarves of Nidavellir, and is made of the same uru metal as

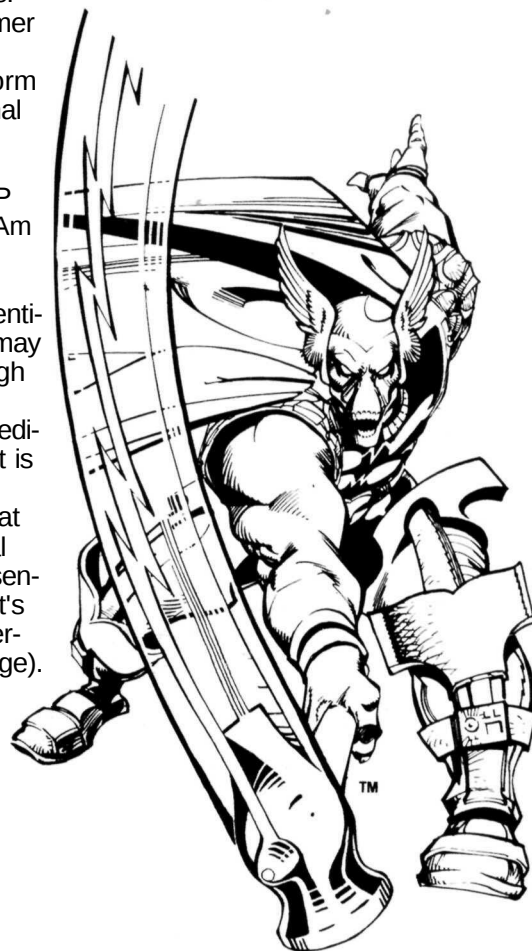
Thor's hammer, Mjolnir. Storm Breaker has the following abilities:

- * **Returning:** The hammer always returns to its thrower's hand and is caught in the same round it is thrown. Bill can throw the hammer up to 10 areas.
- * **Weather Control:** Bill can use Storm Breaker to call storms with Unearthly ability. He can also call up lightning bolts that strike for Monstrous damage, and can issue these bolts directly from the hammer.
- * **Dimension Travel:** By spinning the hammer in a certain fashion, Bill can travel to other dimensions and span great distances through space.
- * **Flight:** By throwing Storm Breaker and grasping its thong, Bill can attain Amazing flight speeds. He can then mentally control his flight path, with the only limit to how much the hammer can lift being Bill's own strength.
- * **Alter Ego:** Bill's inhuman visage is the result of biogenetic changes. Odin has enchanted Bill's hammer with the ability to transform him back to his original humanoid form upon his will. While in his original form, Bill's abilities are:

F	A	S	E	R	I	P
Ex	Ex	Ex	Ex	Rm	Ex	Am
Health: 80				Karma: 100		

Skuttlebutt: Skuttlebutt is Bill's sentient starship. This huge warship may move at Class 1000 speed through space. It is armed with blasters (Unearthly damage), and has Incredible reason and armor. Skuttlebutt is self-repairing.

Sensor Implant: The scientists that created Bill also grafted a special sensor into his body. Using this sensor, Bill can locate his space fleet's precise location across great interstellar distances (Class 1000 range).



CHAPTER 1: THE SUMMONS

SUMMARY: Uatu the Watcher summons the heroes and reminds them of the importance of freeing Galactus from the realms of Death.

STARTING: If you have played through *ME2—Ragnarok and Roll*, this chapter may be unnecessary; see "Alternate Start" below for instructions. If the heroes do not qualify for the alternate start, Uatu will summon them to his home on the moon. If you have completed *ME2*, this summons will come just after the closing events of that adventure, and just before the heroes leave Olympus. If not, read the players the summary of events ("The Story So Far") found earlier in this booklet, making sure to stop at the section labeled "Death and Its Plan," and inform them that they suddenly find themselves in the Watcher's hidden citadel located on the moon. Read the following text to the players:

Suddenly, you find yourselves amongst a row of gleaming blue metallic structures on the star-lit surface of the moon. Before you is the being you have come to recognize as Uatu, the Watcher. For a moment, Uatu stands expressionless and absolutely still. Just as you are beginning to become restless, however, his slight frame and over-sized cranium are suddenly gracefully animated.

"Greetings once again, my friends. You have done well so far, but one final task remains before you. Galactus must be freed from the realms of Death. His continuing presence there is a threat to the entire cosmos.

This will undoubtedly be your most harrowing challenge yet. Part of the bargain that Galactus made with Death is that a mortal must be given the opportunity to win his freedom; but exactly how that is to be accomplished was left unspecified. In order to accomplish your quest, you will be forced to subject yourselves to the terms of Death and its minions, and bat-

tle on their home ground.

At this moment, Galactus is being held in the realm of Mephisto, one of Death's many vassals. Mephisto's realm would make a fitting destination. I am afraid that my vows of non-interference prevent me from giving you any further information."

ENCOUNTER: The heroes are now assembled in front of Uatu on the moon. He used his vast powers to teleport them there. All of the heroes automatically know of Uatu and his duties, so you might have to provide a little background to any of the players that are not familiar with the character from reading Marvel Comics.

Uatu's Response to Questions.

Uatu is unable to provide any further information because of his vows of non-involvement. If the PCs harass him and press for details, he will end the encounter by simply fading out and leaving them alone on the moon.

Uatu's device. If you are using your own heroes for this encounter, and none of them are capable of inter-dimensional travel, Uatu will provide the party with one of the many inventions he has stored away in his home: a small silver globe that has the Unearthly ability to transport everyone touching it to the dimension of his or her choice.

Doctor Strange's Knowledge. At this point, by making an Occult Lore Talent FEAT roll, Doctor Strange (or any other character with this talent) can draw a few conclusions from the situation at hand. This FEAT is of Excellent Intensity (note that Doctor Strange's Reason is Monstrous concerning Occult Lore). Success means that the character knows:

*All about the relationship between Death and the Death gods. Fill in any appropriate background info that the player does not have from reading the comics.

*That the Death gods and many other extra-dimensional entities (and probably, ultimately, Death

itself) draw much of their arcane strength from the souls that are imprisoned within their own individual realms.

*Finally, that the amount of strength that the Death gods draw from their prisoners is a function of the prisoner's own power. A being as powerful as Galactus would provide its captor with enormous new energies, perhaps trebling the capabilities of someone on the order of Mephisto, though this power is acquired gradually.

Alternate Start. At the conclusion of *Ragnarok and Roll* it is possible that Galactus planted telepathic messages in the minds of the heroes, requesting that they come and rescue him from Death's realm. If this was the case, it is quite possible that they will make an effort to track Galactus down and proceed to Mephisto's realm without need of any prompting from the Watcher. Note that Doctor Strange can easily figure out that Galactus is being held in Mephisto's realm by exercising his magic. In this case, skip the whole encounter with the Watcher and award the players the extra Karma detailed below. If Galactus planted the telepathic messages, but the heroes are unsure of how to proceed, go ahead and send them to Uatu. In any case, allow Doctor Strange (or any other character with the appropriate Talent) to make the knowledge FEAT roll discussed above.

AFTERMATH: The heroes should now be determined to proceed to Mephisto's realm in search of Galactus. Traveling to this dimension is automatically successful for the Watcher's Device or any of the pre-generated characters with the appropriate powers.

KARMA:

Attacking Uatu:	-80
Agreeing to go after Galactus:	+10
Going after Galactus without any prompting from the Watcher:	+15

CHAPTER 2: AND NOW MEPHISTO

SUMMARY: The heroes travel to Mephisto's dimension in search of Galactus, quickly meeting up with Mephisto himself, who lays down the conditions they must meet in order to free Galactus.

STARTING: Whatever form of transport the heroes used to travel to Mephisto's domain is nearly instantaneous. They soon find themselves perched among the fiery landscapes of the demon lord's realm. Read the following text to the players:

Mephisto's realm is a dreadfully dark place; the only light is a faint red glow that fills the air overhead. You are currently standing on a vast plain of cracked granite that stretches out in all directions for as far as you can see. All about you is the harsh stink of brimstone, though the air is still and calm.

It is almost too quiet here. The only noise you can hear is a faint moaning which seems to be coming from everywhere, and nowhere.

Mephisto's Realm. There are a few peculiar abnormalities that manifest themselves in Mephisto's domain. The following are all physical laws within Mephisto's dimension. They are all as absolutely inviolable as the law of gravity on our own world:

*Any promise or pact that is made by a sentient creature while within the boundaries of Mephisto's realm must be kept. Once you give your word on something, you are absolutely bound to it. Of course, this law effects Mephisto and his followers as well.

*The mechanics of flight are greatly changed within Mephisto's dimension. None of the PCs will be able to use any sort of flight power within Mephisto's realm due to the radically different physics. Mephisto and his followers, however, have adapted to the alien environment and can fly at will.



*And finally, using the dimension travel power to enter or leave Mephisto's realm is only possible in the First Circle (see below).

ENCOUNTER: Just after the players get their bearings and decide upon a course of action, the red sky overhead will suddenly be split by fierce lightning. As the lightning storm begins to intensify, the ground beneath the heroes feet starts to rumble and split. Ask the players to position their characters on Landscape #1 (found on the reverse of the game map), and enact the sequence of events described below:

*On the first round of combat, roll 3D10 and find each of the three numbers you rolled on the diagram below. The trembling ground opens up a rift in each of these spaces. If any hero is in a space that opens a rift, he or she must make a Remarkable Intensity Agility FEAT roll in order to avoid falling into the opening rift for Amazing damage. A hero in an adjacent area that passes an Incredible Agility FEAT roll can catch a comrade that is about to fall into the rift, preventing him or her from taking any damage.

*Beginning on the second round of combat, three of Mephisto's demonic thralls (see the Resource Book for stats) begin arriving at the site per round. The demons will instantly begin attacking the heroes from the air and will not cease fighting until they have been knocked out.

On the second round and each round thereafter, make two more rolls to check for possible rifts. After the first round of combat, the trembling becomes more intense (Agility FEAT rolls are now Incredible and Amazing Intensity; and, beginning on round four, damage is Monstrous). Due to their familiarity with the area, Mephisto's demonic thralls are immune to the effects of the rifts and the lightning (see below).

*Beginning on the third round of combat, fierce lightning begins striking the battlefield. There is a 3

in 10 chance that the lightning will attack a random hero per round. The lightning attacks with Monstrous Agility and does Monstrous damage.

The lightning storm is considered to be of Shift Y intensity for the purpose of any efforts the heroes make to control or dissipate it (by using Thor's or Beta Ray Bill's hammers, for example).

*On the sixth round of combat, the entire battlefield suddenly erupts and churns. Each hero that does not pass an Incredible Intensity Agility FEAT takes Amazing damage. At this point, any of Mephisto's thralls that remain will flee the area.

*On the seventh round of battle, Mephisto himself springs up through the huge breach in ground. At this point, he already has absorbed much of the power generated by keeping Galactus captive in his realm, and uses the bracketed statistics found in the Resource Book. In his new form, Mephisto is 100 feet tall and takes up five adjacent areas. He is now so powerful that he instantly detected the heroes' intrusion into his realm and arranged this little encounter as a nuisance for them. He says to the characters:

"FOOLISH MORTALS. Who dares enter my domain? Although I admit that I admire your pluck, it will still be immensely gratifying to watch you suffer in the pit for all eternity. Before I cast you down, however, pray tell what inspired this astounding feat of bravado?"

As Mephisto speaks, raw energy crackles about his person. It should be obvious to the players that in his supercharged state, Mephisto is more than a match for the group of them. If they persist and attack the demon lord anyway, Mephisto will use his vast powers to quickly incapacitate the heroes and repeat his question. If Doctor Strange or any other hero(es) with the Occult Knowledge Talent failed their FEAT rolls in

Chapter 1, allow them to try again. The Intensity of the roll is now Good. Success means that the character gains all the information outlined in Chapter 1 (and hence understands why Mephisto is suddenly so much more powerful than he has ever been before).

Bargaining with Mephisto. At some point, the heroes will probably confess that they have come to rescue Galactus. At the mere suggestion of a rescue, Mephisto will loudly bellow and inform the players that flight is impossible; Galactus must remain in the underworld forever.

The heroes must now remind Mephisto that part of the pact that Galactus made with Death stated that a mortal had to be given the opportunity to free him. Mephisto will then grudgingly concede this point and offer the following conditions for Galactus' freedom:

*In order to free Galactus, the heroes must reach him. If they accept his terms, Mephisto will tell the heroes exactly where Galactus is; but they must reach him on their own. The instant the heroes reach and free Galactus, Mephisto will allow them all to leave his realm.

*Mephisto is not allowed to use his own personal powers to impede the heroes on their quest in any way; but his agents and lackeys may molest them at will.

*And finally, the heroes only have 24 hours in which to find and rescue Galactus. If they fail to do so within a 24-hour period, they too must remain prisoners within Mephisto's realm for all eternity!

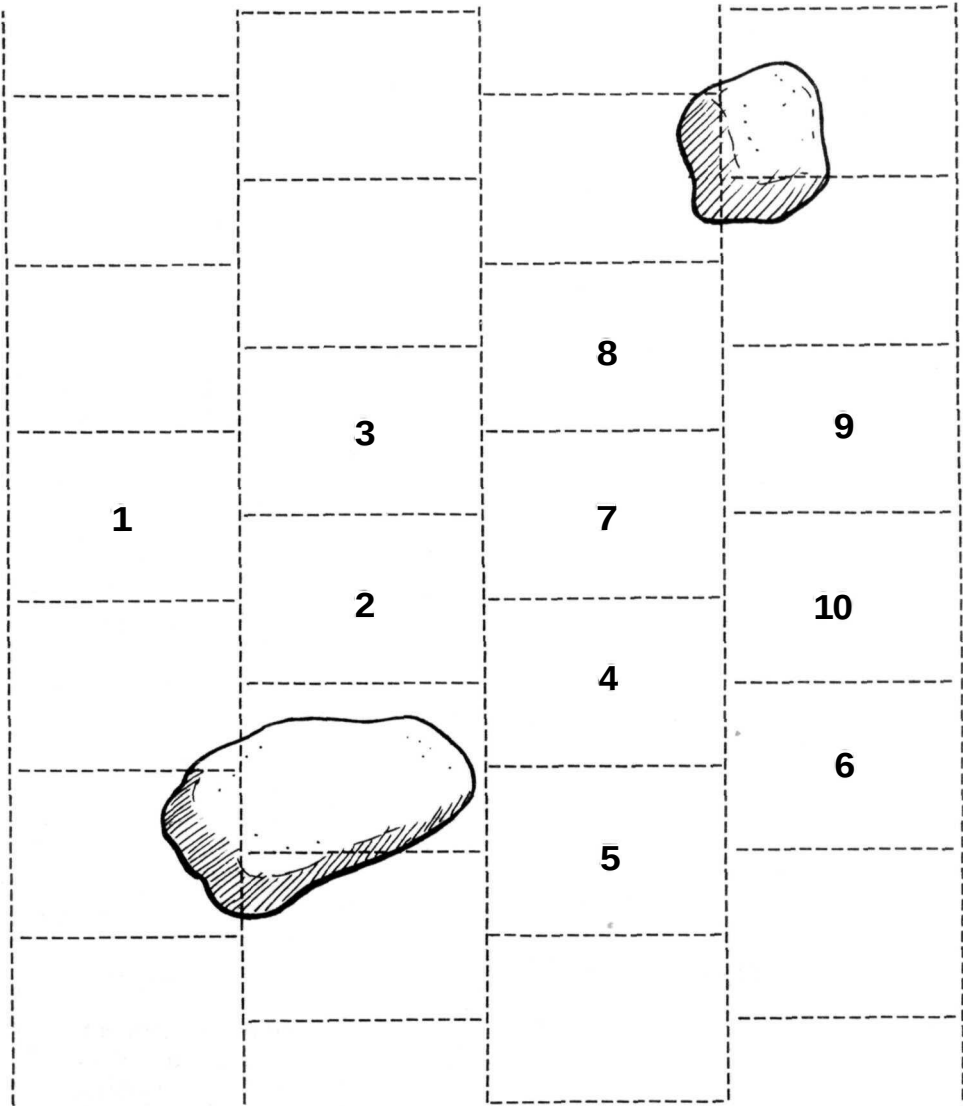
AFTERMATH: Once the heroes accept Mephisto's conditions (they really have no choice in the matter; Mephisto will refuse to agree to anything less), the demon lord will present them with a map marking Galactus' location. (A copy of the map is on the inside front cover of the module.) Mephisto's realm is divided into nine separate "circles." Galactus is located in the third circle. Each circle is actually a small pocket



dimension unto itself, and passing from one to the next is often extremely challenging. Mephisto will then conjure up a large hourglass that will begin to tick off their remaining time. From now on, the heroes' actions will be rigidly timed. As the heroes' time winds down, use the hourglass prop found on the inside cover to keep the players constantly aware of the time they have remaining. As each hour passes, slide the "sand" piece down another notch (see the prop instructions on the inside cover). When the heroes finally begin their quest, proceed to Chapter 3.

- KARMA:**
- Attacking Mephisto: -20
 - Rescuing another hero from falling into a rift: +5
 - Completing the chapter without taking any damage: +5
 - Agreeing to Mephisto's terms: +10

REFEREE'S MAP: LANDSCAPE #1



CHAPTER 3: A ROCK . . .

SUMMARY: While making their way through the first circle of Mephisto's realm, the heroes must cross either a seemingly impenetrable mountain range or a boiling sea.

STARTING: As soon as the heroes decide to set out after Galactus, read the following text to the players:

After travelling on toward the location indicated on Mephisto's map for approximately one hour (mark off one hour on the hourglass prop), you emerge from a small forest to find yourselves face-to-face with a rather perplexing dilemma: ahead of you and to the west there lies a steep chain of dark mountains, to the east a vast sea which bubbles and spits as though it were boiling! In order to reach your destination, you must

cross either the mountains or the sea. Both routes look extremely perilous.

ENCOUNTER: The players must choose which route they wish to take. If they decide to cross the mountains, refer to the encounter described below, if they decide to cross the sea, go to Chapter 4; and after they successfully cross either the mountains or the sea, go to Chapter 5.

The Mountains. The first step in traversing the mountains is to climb up and over the foothills. Have everyone make a Remarkable Intensity Agility FEAT roll. Climbing the foothills will take approximately two hours (mark off the time). If any of the heroes failed their Agility rolls, add an extra hour. If, however, any of the heroes received a red result on their Agility FEAT rolls, subtract an hour (if one hero fails and one hero receives a red result the climb takes two hours).

At the top of the foothills, the heroes will suddenly find themselves plunged into the midst of a frightening landscape. Chained to crags, outcroppings and peaks all across the mountain chain are millions of moaning humans clothed in tattered rags. These beings are among Mephisto's many captive souls, and are chained up in the mountains as part of their torment. Every six hours, a huge flock of vultures swoops down on the mountains and plucks out the livers of the captives, which then magically grow back for the vultures' return. From this vantage point, the mountains all about the heroes seem to be several miles high, and quite steep. It will take approximately six hours to climb over the mountain range. If any hero tries to estimate how long the climb will take, make a secret Excellent Intensity Reason FEAT roll for him or her (making sure to ask the player whether or not he or she wishes to spend any Karma). If this roll succeeds inform the player that the climb will take about six hours; if the roll fails, inform the player that the climb will take about *three*

hours. If the heroes attempt the climb, have each of them make a Remarkable Intensity Agility FEAT Roll. The climb will take six hours plus one additional hour for each hero that failed the Agility roll, minus one hour for each hero that received a red result on the Agility roll (the climb takes a minimum of two hours). Make sure to give the heroes a chance to spend Karma.

There is, however, a faster way through the mountains. Just after the heroes cross the foothills and begin to think about beginning their climb, a voice will call out to them from one of the outcroppings. The voice belongs to the Purple Man, one of the many dead souls chained up in the mountains (see the Resource Book—the heroes will instantly recognize the Purple Man from his purple skin and the tattered remains of his uniform). Read the following text to the players:

Wait, you've got to help me! You can't leave me like this. Look, you want to know how to get through the mountains, right? Well I know where there is a pass. Just drive them away and I'll tell you. Hurry, there isn't much time now. Please.

The Purple Man is, of course, referring to the vultures which will be arriving again in exactly two hours. If the heroes try to question him in more detail he will only babble hysterically, "Please, there is only a couple of hours left. You have to drive them away. I'll tell you how to get out of the mountains." If any of the heroes is capable of mind reading or some similar feat, however, he or she can learn all about the vultures (and can even discover the location of the Purple Man's pass—see below).

If the heroes wait around to see what the Purple Man was babbling about, the flock of vultures will arrive two hours later, and will begin attacking all of the captives and heroes alike. Treat the entire flock as one combined creature with the following stats:



F A S E R I P
Mn Mn Mn Un Fe Rm Fe
Health: 325 Karma: 34

Slams and Stuns have no effect against the flock of vultures, and the flock can attack each and every one of the heroes each round. If the heroes succeed in "knocking the flock unconscious," the vultures fly away and leave their victims in peace for the moment. In this case, a grateful Purple

Man will also give the heroes directions on how to reach a pass which will lead them right out of the mountains in two hours.

The heroes may also try to free the Purple Man. The chains that are binding him to the rock are made of Shift X material. If the heroes succeed in releasing the Purple Man before the vulture flock returns, he will gratefully give them the location of the mountain pass and flee.

AFTERMATH: After the heroes have crossed the mountain range, go to Chapter 5.

KARMA:
Crossing the mountains: +10
Driving off the vultures: +10
Freeing the Purple Man: +5
Refusing to aid the Purple Man: -10

CHAPTER 4: . . . AND A HOT PLACE

SUMMARY: The heroes cross a boiling sea while making their way across the First Circle of Mephisto's domain.

STARTING: As the heroes approach the water, read the following text:

Ahead of you the sea bubbles and thrashes profusely. A strange odor hangs in the air over the animated body of water. There are no signs of life (of course), or even motion anywhere.

Perhaps worst of all, however, is the fact that the other side of the sea appears to be so far away.

ENCOUNTER: If the heroes decide to cross the sea, they must first decide on some sort of conveyance. A make-shift raft can be constructed from the trees of the nearby forest in one hour. If the players come up with some other plan, use your own judgement. Actually crossing the sea will take five hours with the heroes

paddling. Lower this time down to three hours if the players come up with some clever method of propulsion (for example, the heroes could all stand on the Silver Surfer's surfboard and use its powers to glide them along; or they could make a sail out of handy cape and Thor could conjure up a strong wind to blow them across).

In any case, half way across the sea the water's churning and bubbling will become more ferocious; and a nine-headed serpent will suddenly spring from the depths and attack. The serpent has the following stats:

F A S E R
I P
Un Mn Mn Un Fe
Rm Fe
Health: 350 Karma: 34

Each of the serpent's heads can attack separately each and every round. The serpent also has the equivalent of Remarkable resistance to physical and energy attacks.

By the way, the sea is, in fact, boiling. Anyone (other than the serpent) that falls in the water takes Incredible heat damage each round until pulled from the water. While fighting, the serpent will always use one of its nine heads to rock the heroes' boat, causing each of them to pass an Excellent Intensity Agility FEAT roll to avoid falling into the water.

AFTERMATH: When the players reach the other side of the water, go to Chapter 5.

KARMA:
Crossing the sea: +10
Crossing the sea in less than five hours: +10

CHAPTER 5: RIDDLED!

SUMMARY: The heroes have finally reached the iron tower that serves as a portal to the Second Circle, but in order to cross over they must first solve a riddle to activate the gate.

STARTING: Read the following text to the players:

After crossing (insert either the mountains or the sea), you find yourselves on a wind-blown desert. The desert seems to stretch on away from the mountains and the sea forever. The only noticeable feature on the entire landscape is a small iron tower, approximately 30 feet high.

ENCOUNTER: The tower is totally deserted and can be entered through an unlocked portal on the ground floor. Inside there is a set of staircases that lead up to a small room on the top floor. The room itself is completely empty, save for the spread jawbones of what appears to

have been a huge shark, which hang upon one wall. Between the shark's jaws lies the shimmering portal to the second circle of Mephisto's realm. Written in blood above the jawbones is the following:

He who would descend into the next realm must first answer this query:

Kneeling 'fore heat, coursing through vein; Air is its foe, water its bane. At times 'tis a steal; but not a crime. And at this point, I'll end this rhyme.

In order for the heroes to pass through the barrier to the next circle, one of them must answer the riddle aloud. The answer, of course, is "iron." If none of the players are able to answer the riddle after discussing it for a while, begin the following procedure: Have one of the heroes (their choice) make an Excellent Intensity Reason FEAT roll each game hour (make sure to mark off

the hour on the hourglass). If this roll succeeds, the players are entitled to one of the hints below. If the roll fails, the heroes must sit around for another hour and ponder the riddle. Keep making these rolls until the players finally answer the riddle.

HINT 1: Whatever it is, it runs in veins and is only susceptible to heat.

HINT 2: The combination of air and water seems to have a bad effect on the item.

HINT 3: "Steal" could mean "Steel."

HINT 4: The answer must be iron.
AFTERMATH: The heroes should now be entering the second circle of Mephisto's realm. Proceed to Chapter 6.

KARMA:

Passing through to the Second Circle: +10
Solving the riddle with no hints (first player to do so): +15

CHAPTER 6: THE IRON LABYRINTH

SUMMARY: The heroes make their way through the second circle of Mephisto's realm and pass into the third while being closely pursued by Mephisto's agents. Along the way they encounter the Dread Dormammu, who is posing as their fallen comrade Captain Marvel in order to trick them into aiding him in stealing Galactus for himself.

STARTING: This encounter immediately follows the events of Chapter 5. Read the following text to the players:

After stepping through the portal, you suddenly find yourselves within a hideous iron structure. Corridors and accessways snake off in every direction, and cocooned all across the walls are thousands and thousands of wailing humans,

their moans carried through the complex on an icy wind. Somewhere off in the distance you hear the loud baying of hounds.

ENCOUNTER: The heroes must now negotiate the labyrinth in order to make their way out of the second circle. Referring to the map on the inside cover, describe to the players the distances and directions in which they may move, and ask them to make choices until they are out of the maze (do not let the players see an overhead view of the maze itself; note that clever players will probably map out their progress so they won't become lost). Beginning at the instant you finish reading the above text to the players, time their progress through the maze (in real time). Every five minutes of real time that

passes in the maze is equal to one hour of game time (mark off time that passes on the hourglass). Time taken up by encounters with "Captain Marvel" and Mephisto's hunters (described below) do not count the same way—for simplicity's sake, don't count them against the time spent at all. At the end of the maze is huge iron gate that leads directly to the third circle.

Mephisto's Forces. After the heroes were able to pass out of the first circle, Mephisto began to become a bit concerned about their chances of success. He has since sent out his special lieutenant, Thanos (see the Resource Book), and a number of his followers to stop them. The hounds that the heroes can hear echoing through the labyrinth are the hell hounds that Thanos' forces are using to track

them down. As the heroes pass through the labyrinth, the baying of the hounds will begin sounding closer and closer (clever players will realize that they are being tracked).

Depending upon how clever or lucky the players are, Thanos will either reach the heroes before they encounter Captain Marvel (see below), just before they leave the circle, or not at all. Just before the heroes are about to reach Captain Marvel, have any of the heroes (their choice), and Thanos each make Excellent Intensity Reason FEAT Rolls. There is a -1 CS penalty to Thanos' roll for each of the stagnant pools shown on the labyrinth map in which the heroes decided to stop and wash themselves in order to weaken their scents. If the players come up with any other clever methods of throwing off the dogs (such as backtracking, splitting up, etc.) you should assess further penalties ranging from -1 CS to -3 CS.

If the result of Thanos' roll is better than that of the hero's roll, he and his troops will reach the party before they encounter Captain Marvel. If the results are equal, Thanos will reach the party just before they leave the circle (i.e., exit the labyrinth). If the hero's result is better than Thanos', the party evades the pursuit altogether. If and when Thanos meets the heroes, he will be accompanied by 12 of Mephisto's demonic thralls (see the Resource Book). If "Captain Marvel" is with the heroes when they meet up with Thanos, he will aid them against Thanos and the demons (use the stats for the "real" Captain Marvel for this encounter). The hellhounds do not join the battle. During the battle, make sure and roleplay Thanos' reaction to encountering his old enemies once again (if, in fact, any of the heroes are his old enemies), and encourage the players to do likewise. Thanos and his followers, of course, will fight the heroes until defeated.

If, by some strange twist of fate, Thanos manages to defeat the heroes, you have two options: you can either rule that the heroes have

failed in their mission (in a Cosmic Level adventure, every battle holds the utmost importance), meaning that it is time to design another adventure in which a NEW group of heroes attempts to stop Death's plan; or you can have Dormammu/Captain Marvel show up (if he is not present already, see below) and use his magic to defeat Thanos and his forces after all of the heroes are unconscious (assume that this will be automatically successful). When the heroes awake, they will find "Captain Marvel" standing over them.

Captain Marvel. Once the heroes are roughly half-way through the maze (use your own judgement), one of them will recognize a familiar voice among those trapped against the walls, that of their ex-ally Captain Marvel (if you are not using the pre-generated heroes included with the adventure, explain to the players that Captain Marvel is a powerful hero that died defending the Earth; in any case, the Captain will recognize the heroes. Read the players the following text:

It is hard to imagine, but the nightmare just became even worse. Among those trapped against the cold iron wall is Captain Marvel, your former comrade in arms. "(insert heroes' names), thank the stars you're here," he screams. "You've got to help me. I don't belong here, there has been a mistake. Please, get me out of here. Please." The material that binds Captain Marvel to the wall is of Monstrous strength.

Of course, this is not the real Captain Marvel, who would have never ended up in Mephisto's realm. It is the Dread Dormammu, who is masquerading himself as the heroes' old friend in order to trick them into helping him. While he was banished to limbo, Dormammu discovered a unique Mystical object that enables him to impersonate Captain Marvel so well that none of the heroes have ANY chance to detect his deception.

Any magical or other efforts to ascertain whether or not the Captain is real will all indicate that he is. If the heroes release him, Captain Marvel/Dormammu will aid them in any way he can (without revealing his true nature) until the party reaches Galactus in Chapter 9.

If the heroes refuse to free the Captain, he will begin howling and thrashing wildly within his cocoon. Then, just before the heroes leave the circle he will show up again claiming to have freed himself. He will then begin following the party and will demand to aid them on their quest. If the heroes refuse to let Marvel accompany them, Dormammu will reveal his true nature and use his sleep dust to incapacitate the party. Just as the heroes fall asleep, Dormammu will gloat and inform them that he is after Galactus himself in order to draw upon Galactus' power so he can reconquer the Dark Dimension and eventually the Earth. He will then retrieve Galactus himself and take him off to the Dark Dimension. When the heroes wake up, anyone that can pass an Excellent Intensity Reason FEAT roll can figure out that Galactus has been removed from Mephisto's realm (the environment seems a lot less hostile now). It should then be relatively easy to figure out that Dormammu has taken Galactus to the Dark Dimension. Proceed to Chapter 10.

AFTERMATH: The heroes (under most circumstances) should now be passing into the Third Circle, accompanied by "Captain Marvel" (The Dread Dormammu). Proceed to Chapter 7.

See the instructions above in the event that the heroes refuse to allow Captain Marvel to join them.

KARMA:

Getting through the maze:	+10
Avoiding Thanos:	+30
Defeating Thanos:	+15
Refusing to aid "Captain Marvel":	-30
Seeing through Dormammu's deception:	+30

CHAPTER 7: A TEMPTING OFFER

SUMMARY: After making their way through the Iron Labyrinth of the Second Circle, the heroes enter the Third Circle and are chased into the Realm of Temptation while searching for Galactus.

STARTING: After the heroes emerge from the labyrinth, they find themselves standing on a large, rocky plain beneath a completely darkened sky. Read the following text:

You come out of the winding iron of Mephisto's Second Circle and immediately find yourselves jetted into equally disturbing surroundings. Stretching out in all directions is a vast rocky valley, with a series of craggy hills encircling you at a distance of approximately 500 yards. Above you, the sky is pitch black; all of the local illumination is provided by the occasional bolt of fiery red lightning that tears across the landscape. Unfortunately, according to Mephisto's map you still have a long distance to travel before you should reach Galactus.

Just as you are about to set out once again, you hear a menacing snarl from the hills behind you. "There they are," a voice shouts, "the enemies of the master. They must die at all costs!" With that, Mephisto's thralls begin pouring out from behind the foothills—and keep pouring out. There must be hundreds of them!

ENCOUNTER: There are, in fact, exactly 1000 of Mephisto's demonic foot soldiers. (see the Resource Book for stats). Mephisto has dispatched this army to stop the heroes. As soon as it emerges from the foothills, the army will immediately charge. There heroes now have two options: fight or flight. If they decide to fight, assume that the demons occupy a position that is ten areas across and ten areas deep (there are ten demons in each area). Only demons that occupy an area adjacent to a hero can attack, though

many of the heroes possess powers that may enable them to attack more than one area at a time. If the heroes decide to stay and fight, Captain Marvel/Dormammu will stick around and help them (use Captain Marvel's stats for this encounter). If the heroes win, the entire battle will have lasted approximately one hour. If the heroes lose, you have the same two options you had if the heroes lost to Thanos in the last Chapter: either rule the heroes failed and start over, or have Dormammu secretly save the party with his magic (automatically successful). Considering the odds that they are up against, it is probably a much better idea for the heroes to flee. If they decide to do so, have them select a direction and make a break for it. The demon army moves at approximately two areas per round. The heroes probably move much faster, and they begin with a 500-yard head start.

After running for about 500 yards (11 areas), the heroes will come to the craggy chain of hills that encircles the valley. The huge boulders and loose rocks scattered all across the hills are very loosely packed, making any attempts to scamper up the hills quite difficult. Everyone that tries to climb the hills must make an Excellent Intensity Agility FEAT roll. Success means that he or she reached the top of the hill; Failure means that he or she remains stuck at the bottom of the hill and must try again next round (while the demons get two areas closer). Once they are all at the top of the hill, clever players may hit upon the idea of attacking their pursuers with a rockslide. Any attack which inflicts Amazing damage or better that is aimed at the top of the hill will send all of the loose rocks and boulders rolling down on the demonic army, automatically destroying it.

If the players don't think of this, they will have to come up with some other way to elude the army. On the other side of the hills are more rocky plains, another 500 yards past the hills (in which ever direction the heroes decided to flee) is a vast river

(four areas across) of bubbling acid that cuts in front of the heroes. The demonic army cannot cross this river; if the heroes do so, they have eluded their pursuers. The river, however, does Amazing damage to anyone that is brought in contact with its waters each round (though the heroes may easily come up with some application of their powers which will get them across without having to actually enter the river). The heroes may also decide that the river is dangerous and switch directions, paralleling its course. In any case, once the heroes are 25 or more areas ahead of the army, they have lost their pursuers.

The Storm. Just after it becomes obvious that the heroes have evaded the demon army, the sky turns even darker and the lightning storm begins to intensify. Following a loud howl which fills the air (and seems to have come from Mephisto himself), a torrential downpour of acid rain begins. The rain does Monstrous damage to each of the heroes for every hour they travel through it, though the party will have little choice but to continue on. The rainstorm is of Shift Z Intensity for the purposes of any weather control attempts, and prevents Mantis from using her healing powers for the entire period she is exposed to the rain.

The Castle. After traveling through the rain for about three hours, the heroes come across a weathered and wind-beaten silver castle. If they wish to enter the castle in order to temporarily escape from the rain, they can easily open the large front gate and step inside. Inside the castle, the heroes find themselves in a large plush chamber with a fully stocked banquet table and chairs. Soon after they enter, a man emerges from an adjacent room and identifies himself as "The Keeper."

The Keeper

F	A	S	E	R	I	P
Gd	Am	Am	ShX	ShX	ShX	ShX
Health:	260		Karma:	450		

Read the following text to the players:

Inside the silver castle, you find yourselves in a brightly lit chamber decorated with tropical plants and lush tapestries. Before you is a fully stocked banquet table. This entire area seems quite out of place in Mephisto's holdings.

Suddenly, a thin balding man emerges from a nearby room. "Ah, how do you do, my friends? I am called the Keeper. Is there anything I can bring you? Perhaps you would like something to eat. The rain should stop in another hour or so, so you may as well make yourselves comfortable for now."

Whatever any of the heroes asks for (with the exception of Galactus, or any knowledge that could be harmful to Mephisto), the Keeper will, in fact, grant them. This can include (but is not limited to) healing all of their wounds, the knowledge which will permit them to use their flight powers, or almost anything else. There is, of course, a catch. The silver castle is known as the Realm of Temptation. If any of the heroes accepts anything from the Keeper, he or she will automatically wish to remain in the castle for one hour. At the end of the hour, he or she must then pass an Amazing Intensity Psyche FEAT roll to avoid asking for something else (exactly what is up to the player and the GM) and thus staying another hour, etc.

Any heroes that are under the spell of the castle will absolutely refuse to leave; the others heroes must physically remove them if they wish to go (and any enchanted heroes will automatically do anything in their power to defend themselves short of spending Karma). Attacking the Keeper will have no effect on the spell of the castle whatsoever (if possible, the Keeper will flee to another part of the castle as soon as any fighting starts). The spell only loses its effects as soon as the

affected hero(es) are either removed from the castle minus any items they accepted from the Keeper, or they make their Psyche FEAT rolls which prevent them from asking for anything else.

If all of the heroes refuse to accept anything from the Keeper (which is quite likely, they should be very suspicious of such offers while on Mephisto's home turf), he will continue his attempts to persuade them for as long as they remain within the castle. Eventually, the Keeper will begin offering the heroes extremely powerful alien weapons, and exotic super-devices in desperation (use your imagination). All the time the heroes are within the Realm of Temptation, "Captain Marvel" will remain quiet and try to avoid attracting any attention to himself. He will not accept anything from the Keeper unless the other heroes do so, and will join in on any attempt to remove enchanted heroes from the castle.

True to the Keeper's word, the rain will stop exactly one hour after the heroes enter the castle. If the group avoids the castle altogether (or if they leave before the hour is up), the heroes are only subjected to one more hour of rain.

AFTERMATH: If the heroes knock the Keeper unconscious and search the castle, they will find piles of wealth and exotic weapons and devices everywhere. If anyone takes any of these items, he or she is subject to the castle's spell. Otherwise, there is nothing else of interest within. After the heroes make their way past the Realm of Temptation, they will be very close to the spot where Galactus is supposedly being kept. Proceed to Chapter 8.

KARMA:

Defeating the army of foot soldiers:	+ 10
Avoiding the army:	+40
Avoiding the castle:	+10
Attacking the Keeper without provocation:	-25
Accepting anything from the Keeper (per thing accepted):	-10

CHAPTER 8: FROM HERE TO ETERNITY

SUMMARY: Just before they reach the area within the Third Circle where Mephisto is keeping Galactus, the heroes encounter a strange traveller in a dark forest who provides them with some cryptic advice.

STARTING: After leaving the Realm of Temptation and travelling for about ten minutes, the heroes will enter a deep forest composed of abnormally tall and twisted trees. Read the following text:

About ten minutes outside of the silver castle you come upon a thick tangle of woods that stretches out to each side for as far as you can see. According to the map that Mephisto gave you, Galactus lies in a valley just past the glen. The trees and leaves alike are all various shades of black, and seem to tangle and twist in an ever-increasing number of directions. There is only a single narrow path that leads through the choke of tangled vegetation and shrubs, and the thought of plodding blindly along makes you more than a little nervous. In fact, you are already hearing a little rustling in the treetops overhead. It almost sounds as though someone is calling out to you.

ENCOUNTER: As the heroes pass by, someone is indeed calling out to them. The further they go on down the trail, the clearer the voice will become. It is calling out to each of the heroes by name. Just after all of the heroes are aware of the voice, a thin, bald man dressed in loose white robes will climb down out of the trees behind them and address them in a friendly voice. Perhaps to their amazement, the heroes will be completely unable to detect this figure before he reveals himself, no matter what measures they use. Read the following text to the players:

"Fear not, my friends. I am not an enemy; I am here to help you. I am a friend of Uatu. So far, you



have done very well. You are very near your goal now, and should be reaching Galactus quite soon—though I believe it is rather unlikely that your quest will end in the immediate future. Before you continue on, Uatu asked me to make sure that you have given a little thought to the broader issues that are at hand. Why is it, for instance, that Death proposed that Galactus remain imprisoned within its realms in the first place? Why has Death placed Galactus in Mephisto's realm? And, what exactly does Death hope to accomplish with Mephisto's newfound power? There is quite obviously some sort of sinister scheme that lies behind all of this. I am afraid I can only give you one very brief piece of advice. Listen very carefully, my friends: Very soon you will find yourselves in a dark library. On the third shelf from the top, on the west wall, three books from the left, you will find a tome entitled *Nature and Being*. Look to page 38 of this work for the answers to many of these questions. Oh, and a warning: Mephisto is not necessarily your most

dangerous opponent. Death's decision to place Galactus within Mephisto's domains has upset the infernal balance and made many of the other so-called "Death gods" very envious of Mephisto's newfound power. They, too, will almost certainly be out to get Galactus for themselves, as will one or two other inhabitants of the various dark dimensions. Expect these marauders to turn up when you least expect them."

The stranger that is confronting the adventurers is actually Eternity itself, though it will not reveal its true nature to the heroes. Eternity has used its vast powers to enter Mephisto's realm completely undetected in order to help the heroes in their quest. Unknown to Death, Eternity has known all about its plans to reactivate Voyd all along. Eternity has been carefully observing the actions of its sibling ever since the events of *Cosmos Cubed*, and has only refrained from using its enormous energies to interfere because it has plans of its own. Eternity is secretly trying to engineer a greater good that is to arise from Death's plans due to

the actions of the heroes.

Talking Back to Eternity. Eternity will not leave immediately after delivering its speech, but there is very little that it can do to further aid the adventurers. If Eternity were to take a more direct role in the proceedings, it would risk attracting the attention of Death, and possibly upsetting its own master plan (see the Epilogue). No matter how long the heroes stop and talk to Eternity, NO time is marked off on the hourglass. For the duration of their conversation, Eternity has stopped time itself!

What if the Heroes are Running Out of Time? The obstacles that have stood between the heroes and reaching Galactus within the 24-hour time limit have been formidable; but if the players have been skillful (or

lucky) up to this point, there should be plenty of time left on Mephisto's hourglass to find Galactus in the next chapter. But what if the players have made mistakes?

You have two options: First, you can always rule that the heroes have failed in their quest. If this course of action does not appeal to you, however, you can mysteriously add a few more hours to the hourglass and put it down to Eternity risking the use of his tremendous powers over time in order to aid the heroes. Of course, don't tell the players why they suddenly have four hours remaining when they had but two a few minutes ago; let them try to figure it out on their own.

AFTERMATH: After the mysterious old man has finished chatting with

the heroes, he will suddenly vanish into thin air, allowing them to continue on toward Galactus, who lies in a shallow valley just outside the forest, at least one hour's travel away. Exactly how far away the valley lies depends upon how much time the heroes have left. The number of hours they have left on the hourglass minus one is how long the heroes must travel in order to reach the valley (we have to make things exciting here!). When they reach the valley, refer to Chapter 9.

KARMA:

Listening to Eternity's Advice:	+5
Asking Eternity Further Questions:	+5
Attacking Eternity:	-70
Eternity must put more time back on the hourglass for the heroes:	-25

CHAPTER 9: AT LAST GALACTUS

SUMMARY: The heroes have finally reached the point on Mephisto's map where Galactus is being held. Once there, they must figure out how to get to Galactus and release him. Shortly after they succeed in accomplishing these goals, however, their companion, Captain Marvel, reveals himself to be the Dread Dormammu in disguise. Using an extremely potent magical artifact, Dormammu quickly puts all of the heroes to sleep and runs off to conquer the Dark Dimension with Galactus in tow.

ENCOUNTER: After making their way out of the dark forest from Chapter 8, the heroes find themselves at the lip of a wide shallow valley. According to their map, Galactus lies approximately 100 yards ahead of them. Read the following text:

Below you lies a wide valley that stretches on for as far as you can see. This is perhaps the most horrible site within Mephisto's

whole realm! There are corpses piled approximately 30 feet high all across the valley; the dead must number in the billions. The hot sun that beats down on the entire scene is responsible for the expected putrid stench that rises out of the valley.

According to Mephisto's map, Galactus lies approximately 100 yards dead ahead, though you can't see him. Every now and then, however, a low moan echoes back and forth throughout the valley; and if you listen carefully enough, you can hear a much fainter sound: almost like a heartbeat.

Galactus lies somewhere beneath the 30 feet of corpses. The amount of power that Mephisto receives from a being held captive in his realm is increased if that being is tormented, and Mephisto is tormenting Galactus by burying him beneath billions of dead bodies: A constant reminder of the thousands of civilizations that

Galactus has completely wiped out in order to satisfy his cosmic hunger.

It is up to the heroes to figure out exactly where Galactus lies. In order to do so, they will probably want to make their way down into the sea of corpses and examine the exact spot upon which Galactus is supposed to be imprisoned. Moving on the pile of corpses is extremely difficult. Every couple of minutes, Galactus' movements below disturb the pile and cause it to shift. Everyone that is standing on the pile during one of these shifts must pass a Remarkable Intensity Agility FEAT Roll, or become buried deep within the pile. It is an Amazing Intensity Strength FEAT to free yourself from the pile once buried. If one or more heroes cannot free themselves from the pile, their comrades can help, but only if they can locate the victims in the mess. It is a Remarkable Intensity Intuition FEAT Roll to locate someone that is trapped within the pile. Anyone that remains trapped beneath the pile must hold his or her



breath until freed or else suffocate (see the Judge's Book, p. 13).

Between the heartbeat, the motion of the corpses, and the periodic moans, the heroes should probably have no problems deducing exactly where Galactus lies. Clearing enough bodies out of the way to get to him is a Monstrous Intensity FEAT.

At the bottom of the sea of corpses, the heroes will find Galactus chained down to flat bedrock and weeping. Their are four chains that bind him, and they are all made out of an Unearthly strength material. After the heroes manage to break these chains, Galactus opens his eyes, looks at them, and slowly begins to sit up.

Dormammu Makes his Move.

While the heroes are probing around the valley, "Captain Marvel" will silently observe their actions. If, during this time, the heroes call upon Marvel to help them in removing the corpses or severing the chains he will do so; but Dormammu will not offer any aid on his own, or make any suggestions as to where to look for Galactus. Once the heroes have found Galactus and freed him from the chains, Dormammu will make his move. Just after Galactus begins to sit up, there will be a loud high-

pitched wail (actually Mephisto crying out in defeat). Dormammu will then take advantage of the confusion that results from Mephisto's scream and suddenly assume his true form, casting the mystical Dust of Orpheus into the air about him.

The Dust is a potent arcane artifact that Dormammu happened to discover in the exotic dimension in which he was imprisoned by Doctor Strange (see the Resource Book). The dust acts as a Class 3000 Intensity sleep spell upon every one of the heroes.

It is very unlikely that the heroes will be able to do anything to stop Dormammu before he uses the magic dust. He will automatically take them completely by surprise unless they have taken some sort of explicit measures to "keep a close eye on Captain Marvel" or something. If the heroes do somehow manage to stop Dormammu from using the dust and defeat him, Mephisto will reluctantly allow them to remove Galactus from his realm. In this case, proceed to Chapter 12.

If Dormammu does manage to use the Dust of Orpheus, however, just as the heroes are falling asleep he will begin to gloat. Read the following text to the players. The heroes are totally unable to take any actions for the entire duration of Dormammu's speech.

Dormammu! That's all you needed. And whatever it was he threw into the air was powerful. Your limbs are starting to go weak, your muscles are beginning to relax, and your eyelids are drooping. You are getting sleepy.

"Fools! I knew you would fall for my ruse. (pause) I cannot leave without offering you my thanks. Without your aid I would have never been able to take possession of Galactus for my own purposes. With Galactus' energies added to my own I will now have the power to go forth and reconquer the Dark Dimension, once again installing myself as Sorcerer Supreme; and with the power of Galactus under my control, it is only a short time before I go on to conquer the Earth dimension as well.

"This victory is just as sweet as I had imagined it! All of my many years of preparation and scheming, as well as the enormous amounts of mystical energy which I had to expend in order to mask my presence from Mephisto all paid off. But I am afraid I must be off now, my friends. I have a dimension to conquer. I am sorry that I haven't the time to kill you now. Sweet dreams."

AFTERMATH: When the heroes wake up two hours later, they will find Galactus gone. In fact, Mephisto's entire realm is suddenly quiet, almost peaceful (because its master has already headed to the Dark Dimension in order to retrieve his prize from Dormammu). After listening to Dormammu gloat, the group should have no problem figuring out that they will have to proceed to the Dark Dimension if they want to get their hands on Galactus (and avoid a very real threat to the Earth as well). When they decide to do so, proceed to Chapter 10.

KARMA:

Finding Galactus:	-70
Freeing Galactus:	+15
Stopping Dormammu from using the magic dust:	+40

CHAPTER 10: THE DARKEST DIMENSION

SUMMARY: The heroes travel to the Dark Dimension in pursuit of Dormammu, who has snatched Galactus out from under them in the previous chapter. As an extra-dimensional entity, Dormammu is much more powerful now that Galactus is in his possession (as was Mephisto). Dormammu plans to use this newfound power to reconquer his old abode, the Dark Dimension, eventually setting up a powerbase strong enough to conquer the Earth Dimension (his lifelong ambition).

After using the Dust of Orpheus to put the heroes to sleep in the previous chapter, Dormammu used his magic to knock the still-weakened Galactus unconscious, and to begin draining away Galactus' energy in order to augment his own. He then brought Galactus into the Dark Dimension, where he immediately headed for the Royal Palace to dispose of Clea, the dimension's current ruler, and to reinstate himself as Sorcerer Supreme of the Dark Dimension. Just after Dormammu stole Galactus from Mephisto's realms, however, his actions were instantly detected by Mephisto and the other Death gods. Mephisto and the Pluto/Seth/Hela alliance have each sent their own teams out to pursue Dormammu into the Dark Dimension as well. Mephisto wants to regain his prize, while the anti-Mephisto alliance sees Dormammu's bold move as presenting them with the perfect opportunity to capture Galactus for themselves.

THE DARK DIMENSION: The Dark Dimension has three peculiar properties.

*The laws of physics within the dimension automatically favor the most powerful individual within its borders that is most fit to rule. For the duration of this encounter, that person is Dormammu. This means that Dormammu gets to add +5% to all of his dice rolls made within the Dark Dimension, and that the players and all other NPCs must subtract -5% from each of their

dice rolls made within the dimension.

*Also, the lighting within the Dark Dimension is quite odd. There are no light sources at all (everything is dark), but everyone can still see as though it were broad daylight (maximum normal range of vision is approximately one mile).

*Finally, physical force is much less deadly in the Dark Dimension, where magic rules supreme. All physical attacks and actions suffer a -1 CS penalty.

ENCOUNTER: The heroes should have no problem travelling to the Dark Dimension, either by using Uatu's sphere or their own innate abilities. Once they are there, read the following text:

It does not take you very long to figure out why they call this place the Dark Dimension. There is no light here at all, save for a few shimmering pathways that cut across the darkened sky. What is truly curious is that you are still able to see, despite the complete lack of light sources. The space around you is odd, and judging by the paths and the few structures you see dotting the landscape, the geometry is abnormal, completely unlike anything you have seen before.

Dormammu must have brought Galactus here, you can almost feel the power surging through the air. It is almost certain that he would have taken Galactus to the dimension's royal palace, where he would overthrow Clea, the current ruler, and once again crown himself the Sorcerer Supreme of the Dark Dimension. You can probably find him there. You only have two problems: first, the palace is a long way away and the Dark Dimension is not the easiest place to travel through; and second, Dormammu is going to prove a very formidable foe with the power of Galactus augmenting his own.

Travelling Through the Dark Dimension. Refer to the map of the Dark Dimension on the map sheet included with the adventure. Notice how the entire realm consists of a number of hexagons connected by thin lines. The heroes begin in the hexagon marked "Start." The palace is in the hexagon marked "Royal Palace." The heroes must make their way from hexagon to hexagon, along the red path lines, until they reach the palace. The only way to move from one hexagon to the next is along the path lines (flight, teleportation, etc. do not function here), and the heroes can move at a rate of approximately one hexagon every two hours.

Because the geometry of the Dark Dimension is somewhat unusual, however, the heroes will not have complete control over their movement; at least not right away. Notice how there are one or more small white circles in each hexagon. These are actually navigation beacons. Whenever the heroes try to leave a hexagon through a path, they actually move down a different path leading away from the same hexagon. Exactly which path depends upon the number of navigation beacons in the hex. If there is one navigation beacon, the heroes move down the next open path in the clockwise direction from their intended route. If there are two navigational beacons, they move down the path that is two open paths clockwise, etc.

Example: The characters start at Hex 1, and decide to take the path that looks like it will lead to Hex 6. Because Hex 1 has one beacon, the characters end up on the next path over in a clockwise direction—so they end up in Hex 2. Finding themselves in Hex 2, the characters ask to go to Hex 3. Because Hex 2 has two beacons, the characters end up on the second path over in a clockwise direction—so they end up in Hex 6, most likely thoroughly confused.

While the heroes are moving, use a spare die to mark their progress on the map. By carefully observing the

map and their movements, the players will probably eventually discover the pattern, allowing them to move much more effectively. If not, they will have to wander around aimlessly until they eventually reach the palace.

Encountering Mephisto and the Pluto/Seth/Hela Alliance. While the heroes are moving through the Dark Dimension, so are Mephisto and his enemies. While they are moving, keep track of exactly where the heroes are and at what time. For example, they will automatically spend hours one and two in Hexagon Number One.

Below is a list of the locations that Mephisto's and the alliance's parties pass through, and when they pass through them. If the heroes are ever in one of the hexagons named below at the appropriate time, they will encounter the appropriate group.

Hours	Mephisto Location	Alliance Location
1-2	4	10
3-4	8	11
5-6	9	12
7-8	13	17
9-10	12	21
11-12	11	25
13-14	16	29
15-16	15	30
17-18	20	31
19-20	25	32
21-22	26	Gone
23-24	27	Gone
25-26	31	Gone
27-28	32	Gone
29-30	Gone	Gone

Mephisto. Mephisto's party consists of Mephisto himself, his lieutenant Thanos (if he is still alive), and fifteen of his demonic thralls. Since Mephisto is no longer holding Galactus captive within his realms, his power levels have gone down to normal (use the normal, unbracketed stats in the Resource Book).

Upon encountering the heroes, Mephisto and his followers will immediately realize what they are after and attack. Read the following text:

Coming down the pathway up ahead of you are Mephisto, Thanos, and 15 of Mephisto's demonic followers. They must be here searching for Galactus as well.

Shortly after you spot him, Mephisto spies you in return. "You Fools! I know what you want, but Galactus must be mine! Prepare to meet your end!"

Mephisto and his followers will then rush to attack. Use Landscape #2 (printed on the map sheet) for the battle ground. If Mephisto wins, he will not finish the heroes off since he wants to get to the palace and retrieve Galactus as quickly as possible. If it looks like the heroes are going to win, Mephisto and his remaining followers will all instantly travel back to Mephisto's domain.

The Alliance. The alliance party consists of Pluto, Seth, Hela, and fifteen Hades warriors (see the Resource Book for stats). The members of the alliance all know who the heroes are, and what they are after. As the alliance party approaches, read the following text:

Coming down the pathway up ahead of you are Pluto, Seth, Hela, and fifteen powerfully built warriors. Pluto, Seth, and Hela are three of Mephisto's fellow Death gods.

"We warn you, heroes! Galactus must be ours, and ours alone. We cannot allow Mephisto to control his might. Turn back now while you still have the chance."

The heroes have three options. They can flee, they can fight, or they can try to reason with the alliance. There is only one argument that clever players can use to convince the members of the alliance to cooperate with them: Since Galactus' presence in the infernal regions is upsetting the balance between the various Death gods (remember that Eternity told the heroes that this is so), allowing the heroes to bring Galactus

back to Earth dimension is the only way to stabilize the situation. Yes, Hela, Pluto, and Seth will not get their hands on Galan, but neither will Mephisto. And besides, it is likely that a dispute over Galactus' power will eventually split the three allied Death gods as well, starting the whole problem all over again.

If the players outline this specific argument, the members of the alliance will reluctantly agree to aid the heroes in locating and removing Galactus. From this point on, Hela, Seth, Pluto, and their warriors will travel with the heroes and aid them in their battles. If none of the players outlines this argument or the heroes do not even try to reason with their opposition, the alliance party will attack (use Landscape #2 for the battleground). If the alliance wins this battle, they will not take the time to finish the heroes off, because they want to locate and retrieve Galactus as soon as possible.

Other Encounters. As the heroes pass through the Dark Dimension, there are a few other areas of interest which they might come across. There are special encounters in hexagon numbers 12, 20, and 22. If and when the heroes enter these areas, refer to the appropriate description below.

Hexagon #12. This area is home to a village of Dark Dimension inhabitants which Dormammu passed through on his way to the palace, and destroyed. As the heroes approach, read the following description:

On the pathway up ahead you see suspended in the ether the crumbling remains of what appears to have been a small village. There are horrible screams coming from one of the shattered buildings that used to make up the village, as what was once a large stone statue wavers precariously over its inhabitants.

There are approximately 75 people trapped within the building. Most of



the village's inhabitants fled to this particular building for protection as their homes collapsed under Dormammu's attack. The stone statue (a 100' stone spire) has an Unearthly material rank and weight (i.e., moving or destroying the statue is an Unearthly intensity FEAT).

If the heroes save the trapped inhabitants, the victims will be very grateful, but will be unable to offer any assistance whatsoever. Saving or ignoring the villagers carries with it the usual Karma awards and penalties (see below).

Hexagon #20. Hexagon Number 20 holds one of the transparent force pens in which Dormammu imprisoned the creatures known as Mindless Ones long ago (see the Resource Book for more information). After arriving in the Dark Dimension with Galactus, Dormammu travelled through this area in haste, accidentally rupturing the force barrier as he passed through. The Mindless Ones are now pouring out of their prison toward a cluster of villages which lies on the pathways below them. As the heroes approach, read the following text:

On the path up ahead, you can see scores of grey, semi-shapeless humanoids pouring out of nothingness and approaching a cluster of villages which lies on the path further up ahead. These beings must be a group of the so-called Mindless Ones which Dormammu pent up in magical force pens long ago in order to keep them from destroying all the inhabitants of the Dark Dimension. Somehow the barrier seems to have ruptured. Perhaps Dormammu accidentally broke through the barrier in his haste to reach the palace. He may have even shattered it purposefully, in order to slow down anyone pursuing him. In any case, the Mindless Ones are quite dangerous, and must be pent up again.

There are 40 Mindless Ones surging through the hole (the horde occupies eight adjacent areas, five creatures per area). Use Landscape #2 for the battleground. The hole in the force barrier is two areas wide, and the Mindless Ones will emerge from the hole at a rate of ten per round (five in each area). The heroes can simply attack and destroy the

creatures, or they can attempt to reseal the barrier (a Monstrous intensity FEAT using energy powers or an Amazing intensity FEAT using magical powers).

If the heroes proceed to the villages down the path, they will not find anyone that can provide them with any assistance whatsoever.

Hexagon #22. On the path up ahead, the heroes find a detachment of Clea's soldiers that tried to stop Dormammu as he approached the palace, and were wiped out. Read the following text:

On the path up ahead are a collection of badly charred corpses. The dead were apparently members of some sort of military unit. As you approach, you can almost swear that you see a bit of movement!

The movement is coming from one of the soldiers who is still alive. If the heroes rush to his aid, the soldier will relate the tale of how he and his comrades engaged Dormammu as he approached the palace with Galactus and were quickly wiped out. If the heroes ask, the soldier will be happy to act as their guide, and show them how to properly negotiate the paths to reach the palace (explain how the navigational beacons work to the players). Once the heroes reach the palace, the soldier will leave them and go back to aid more of the survivors of Dormammu's attack.

The Palace. The heroes can reach the palace in any one of several possible situations. They can arrive before either the Alliance or Mephisto (i.e., before hour 19), the Alliance can arrive at the palace first, or (if the heroes encountered and defeated the alliance party somewhere out in the Dark Dimension) Mephisto can arrive first. Here is what the heroes will find in each of these circumstances.

Heroes Arrive First: Dormammu is in the palace planning his assault on the Earth dimension. For the sake

of simplicity, assume that the palace consists of only one room (no matter where the heroes enter the palace, Dormammu immediately detects them and rushes to meet them anyway). Needless to say, Dormammu is not too happy about the heroes' intrusion and decides to do something about it (but not before shouting out something like, "You fools, you should have given up while you had the chance. As long as I wield the power of Galactus I am unstoppable!"). Use any convenient interior map for the battleground, and make sure to use Dormammu's bracketed stats found in the Resource Book for as long as he controls Galactus' power.

Dormammu should give the heroes a good fight, but with the proper tactics (and Karma expenditures) they should prevail in the end. The battle between the heroes and Dormammu automatically occurs in the palace's throne room, which is a huge chamber that features the

dimension's large golden throne, a table that holds the great Crystal Orb, and a number of rich tapestries and rugs. All around the outside of the throne room are huge bookshelves which hold scores of important arcane texts. Chained in the corner of the throne room is the semi-conscious Clea, the current ruler of the Dark Dimension whom Dormammu has just deposed. For now he has left her imprisoned for his own amusement. If the heroes release Clea during their battle with Dormammu, she will join in on their side (the chains that bind her are of Monstrous material strength). The unconscious Galactus lies on a large table in the middle of the throne room (Dormammu is still tapping his power).

If the heroes somehow lose the battle, you have the same old choices: either rule that they have failed and design a new adventure, or have Eternity mysteriously intervene when appropriate.

After the battle is over, the heroes will probably remember the comments that Eternity made to them in the forest of Mephisto's realm and begin searching for the tome *Nature and Being*. The book rests on the third shelf from the top, on the west wall, three books from the left, just as Eternity described it. Page 38 reads as follows:

The beginning, several thousand millenia ago.

In the beginning there was a great explosion, and from it were created the two siblings that make up all things: Death and Eternity. Eternity is light, life, structure, matter, and order. Death is pain, entropy, plague, famine, and chaos.

In addition to the great entities there are two other beings with an intimate connection to the beginning of all things. First, there is mighty Galactus, the only survivor of the universe that came before



our own. Then, there is Voyd, the embodiment of emptiness and darkness that grew out of the brief period of chaos that spanned the bridge from the old universe to the new.

Galactus still lives to this day, traveling around the universe and constantly seeking out new worlds with which to satisfy his cosmic hunger.

Unknown to many, Voyd also lives. Just after the emptiness of time and space disappeared with the birth of Eternity and Death, Voyd fell into a deep slumber, from which he has never awakened; and thank the stars that this is so. If Voyd were to wake now, he would launch an all-out assault on the entire universe as part of a desperate attempt to restore the nothingness from which he was born. Still, one has little to fear: only an immense primordial power such as that possessed by Death, Eternity, or Galactus could ever hope to revivify Voyd; and such a being would risk much by doing so. It is likely that Voyd would instantly consume his savior. Also, know you that Voyd has one weakness: the light. Voyd cannot stand a powerful light.

After reading the above, the heroes should have a pretty good idea as to exactly what is going on.

If the heroes have freed Clea, she will present the heroes with a gift for saving her kingdom: the great Crystal Orb. Clea will also volunteer the information that the Orb is merely an item of great beauty, though it does possess the minor power of emitting an extremely powerful burst of light upon the command of its wielder (Unearthly intensity).

If the heroes earlier made a deal with the Seth/Hela/Pluto alliance, the three Death gods and their followers will aid them in their battle against Dormammu and suggest that the heroes get Galactus back into the Earth dimension as quickly as possible, before Mephisto has a chance to

get his hands on him again and before Galactus regains his power. The other Death gods will then leave. In any case, the heroes should probably be ready to take Galactus back to the Earth dimension now, thinking perhaps that their quest is over.

The Alliance arrives first: This is the most likely outcome. The heroes must move through the Dark Dimension very quickly in order to beat the Alliance forces. In this case, when the heroes arrive at the palace, they will find it completely deserted except for Clea, who is still chained in the corner, and the unconscious Dormammu who is lying on the floor. If they ask her, Clea will relate the entire story of Hela, Pluto, Seth and their followers breaking in, defeating Dormammu and running off with Galactus. Clea also overheard enough of the Death gods conversation to figure out that they have formed an alliance bent upon wresting control of Galactus away from Mephisto, and that they decided to transport Galactus to Pluto's palace in Hades for the time being, until they decide what to do with him. From what she heard, Clea knows that Mephisto has a party in the Dark Dimension that is searching for Galactus as well. Clea will share all of this information with the heroes.

The heroes should still find the copy of *Nature and Being*, and Clea will still present them with the great Crystal Orb and describe its function. The heroes will now probably want to proceed to Hades in search of Galactus. If they ask her, Clea will refuse to join them (she must stay behind to take care of Dormammu and begin rebuilding all the damage he has done).

Mephisto Arrives First: This result is extremely unlikely. It can only happen if the heroes managed to meet up with and defeat the Alliance party while traveling through the Dark Dimension. In this case, everything happens exactly the same as if the Alliance arrived first, only Clea saw *Mephisto* take Galactus

and overheard him say that he was taking him to *his own* palace. The heroes should still consult the copy of *Nature and Being*, and Clea will still present them with the Orb. The heroes will now probably head back into Mephisto's realm, again in search of Galactus.

AFTERMATH: If the heroes grabbed Galactus, they will probably try to return him to the Earth dimension. On the way, they will be intercepted by Death. Proceed to Chapter 12.

If the alliance managed to get their hands on Galactus, they will take him to Pluto's palace in Hades for the time being. Proceed to Chapter 11.

If Mephisto grabbed Galactus, he will return to his own domain with the heroes in hot pursuit. Proceed to Chapter 13.

KARMA:

Defeating Dormammu and rescuing Galactus:	+140
Reaching the palace:	+10
Making a deal with the Alliance:	+20
Freeing Clea:	+10
Saving the Dark Dimension village:	+ 10
Ignoring the villagers:	-20
Defeating/imprisoning the Mindless Ones:	+15
Ignoring the Mindless Ones:	-30

CHAPTER 11: INTO HADES

SUMMARY: Refer to this chapter if the Alliance forces managed to gain hold of Galactus during Chapter 10.

After Hela, Seth, and Pluto defeated Dormammu and took Galactus, they decided to bring him to Pluto's palace in Hades for the time being, until they could decide what to do with him. After consulting with Clea during the last chapter, the heroes should be in hot pursuit.

HADES: Hades has two special properties:

- *The dimension and its environs is sympathetic only to the magic cast by Pluto and his allies. All spells cast here by anyone else receive an additional -1 CS.
- *The River Styx functions as an absolute barrier within the dimension. The only way to safely cross the river is to secure the services of Charon's ferry. Though flight works everywhere else on the plane, it is impossible to fly across the River Styx. The heroes may attempt to swim the river, but it is a difficult task. Swimming the River Styx takes 12 turns; reduce this number one turn for each rank of Strength or Swimming a character possesses. Heroes in the river must attempt an Unearthly Intensity Endurance FEAT each turn. Failure means the hero *permanently* loses one Strength rank (which means it will take one turn longer to swim the river, in addition to the other drawbacks).

ENCOUNTER: The heroes enter Hades just a short distance away from Pluto's palace. Read the following text:

You have no problems arriving on the plane of Hades, which you find to be a grey, gloomy place with a bright orange sky. Surrounding you are vast rocky plains, and your flesh feels the sting of a cold wind which seems to blow from all directions at once. Off in the distance, you can see what appears

to be Pluto's castle, resting atop a high mountain crag. There is definitely something wrong up around the castle. Large fires burn, and the air is filled with winged fliers. It seems as though Mephisto has also come in search of Galactus, and his forces are even now attempting to battle their way into Pluto's castle. The castle is about one mile away, but lying directly between it and yourselves is a dark, wide river which stretches off in both directions for as far as you can see.

The river, of course, is the legendary River Styx which runs all across Hades. Styx is approximately one half mile from side to side; and, as stated above, the heroes cannot fly over it (it is as though there is an invisible impenetrable barrier which stretches overhead). The heroes may try to swim the river, but only at great risk (as described above). The best way to cross the river is to ride with Charon in his ferry, conveniently tied up just a few hundred yards away.

CHARON

F	Am	50	Health: 250
A	Mn	75	
S	Am	50	Karma: 130
E	Mn	75	
R	In	40	Resources: N/A
I	In	40	
P	Am	50	Popularity: 0

KNOWN POWERS:

Navigation: Charon has the Unearthly ability to navigate the waters of the River Styx, which is generally an Amazing Intensity FEAT.

Eye Beams: Charon can project beams from his eyes which cause Amazing slugfest damage out to a maximum range of ten areas.

Dense Flesh: Charon's body gives him Remarkable protection against both physical and energy attacks.

Immunities: Charon is immune to poison, disease, cold, electricity, and radiation. He need not eat, sleep, or breathe.

Ferry: Charon possesses a magic skiff which is specially enchanted to allow him to ferry the dead across the River Styx. This boat is the only known item which can successfully cross the river.

Charon appears as a human skeleton, dressed in long, flowing black robes and a hood.

When the heroes approach Charon, he will ask the heroes if he can be of any assistance. In order to convince him to take them across the river, the heroes must present Charon with some sort of gift, as is the custom. Allow the heroes to give up whatever they want. Charon does not demand much: a cape, a belt, a pair of boots, almost anything will do. Charon will accept the great Crystal Orb which Clea gave the heroes most graciously, should they decide to part with it.

The trip across the river will take approximately 15 minutes, during which nothing of interest will happen. After the boat reaches the other side, Charon will beach the craft and let the heroes out. They are now approximately one half mile away from Pluto's castle, and the battle between Pluto's footsoldiers and Mephisto forces is now much easier to see.

Charon Attacked. Just after the heroes leave Charon's boat and travel about 50 yards toward Pluto's castle, they will hear Charon cry out in agony. If they return to see what is happening, they will find Charon desperately attempting to defend himself against five of Mephisto's demonic thralls. Mephisto sent his followers to ambush Charon on the shore, hoping to take him out so he will not be available to ferry Pluto's reinforcements to the battle zone.

If the heroes decide to help Charon, use any handy exterior map as the battleground. The demons will fight to the death. If the heroes fight off Mephisto's thralls, Charon will be extremely grateful and will offer the following advice:

"Thank You, my friendsss. Perhaps I can help you as well. I believe you are travelling to Pluto'ssss castle, are you not? Well, along the bank of the Styx, fifty yards sssouth of here, you will find a cave which masks a tunnel which leads right up and into the castle. It is Pluto's sssecret accessway to his ssstronghold."

Entering Pluto's Castle. There are two possible circumstances under which the heroes may enter Pluto's castle. If they helped save Charon earlier, they can travel up the secret tunnel and into the castle, bypassing all of the forces on the outside. Otherwise, they will have to fight their way past Mephisto's and Pluto's troops. Each of these possibilities is described below.

The Secret Tunnel: If the heroes travel down the secret tunnel, they will come up inside the throne room of Pluto's palace. The entire trip

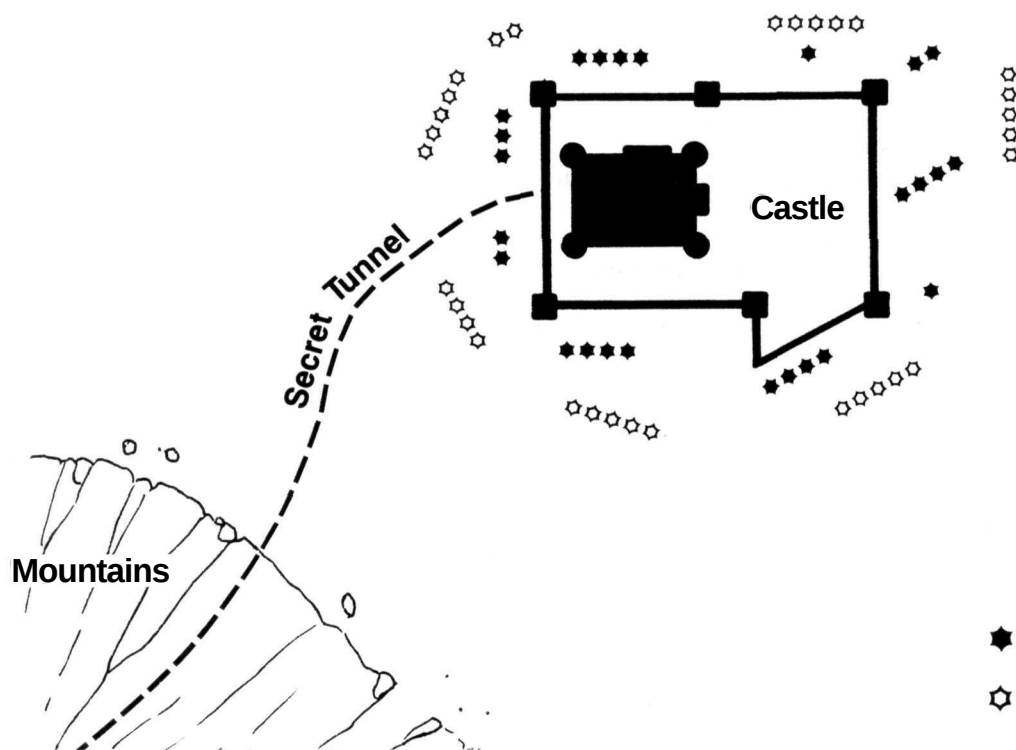
through the tunnel takes about ten minutes. The throne room, like the rest of the palace, is hewn from solid rock and features the thrones of Pluto and his absent queen, Persephone, as well as a large banquet table laid out with silver and gold utensils, and a number of ornate wall hangings.

When the heroes enter the throne room, they will find the unconscious Galactus lying on the banquet table, while Seth, Hela, and fifteen of Pluto's soldiers watching over him. Pluto is absent since he travelled outside to help fight off Mephisto's forces just before the heroes arrival (remember, he now wields Galactus' power since Galactus is imprisoned within his realm). At this point, the heroes have the same two options that they would of had if they had encountered the Alliance forces while travelling through the Dark Dimension (see Chapter 10). They can take Galactus by force (Pluto will not discover what is going on in time

to intervene by entering such a fray himself or sending in more troops); or they can attempt to negotiate. If any of the heroes outlines the specific argument detailed in Chapter 10 (i.e., "why don't you just let us bring Galactus back where he belongs, then no one wins and the balace is restored"), Hela and Seth will allow them to leave with Galactus. By now, you should know what your options are should the heroes decide to fight and lose. When the heroes are ready to leave with Galactus, refer to Chapter 12.

Fighting a Way in from the Outside: If the heroes are attempting to fight their way into the castle from the outside, Mephisto's forces will be making a major breakthrough just as they arrive. A map of the battlefield around the castle is presented below. Each of the "Ms" and "Ps" represent approximately five troops aligned with the appropriate faction (M for Mephisto, P for Pluto). No

PLUTO'S CASTLE



★ : Pluto's Forces

☆ : Mephisto's Forces



matter which side of the castle the heroes approach from, they will be immediately engaged by five of Mephisto's footsoldiers and five demonic thralls. After they defeat these troops, the heroes will not meet with any more resistance (all of the other combatants are too busy fighting each other to notice them) until they reach the castle wall. There they will be met by five more of Mephisto's footsoldiers. Immediately after they have entered the castle, they will then be met by five Hades warriors. After the heroes have overcome all of this resistance, they will find themselves in the throne room described above; but, in this case, Mephisto has already come, collected Galactus, and gone. Lying on the floor are the unconscious forms of Seth, Hela, and Pluto, as well as several unconscious Hades warriors and demonic thralls.

Mephisto, of course, has taken the unconscious Galactus right back to his realm. If the heroes cannot figure out for themselves what has happened, they can ask any of the combatants that are still present (everyone stops fighting once Galactus is taken away). If the heroes ask, they will learn that "Mephisto already found Galactus and took him back to

his palace in the infernal domain."

AFTERMATH: If the heroes managed to find out about Pluto's secret entrance, and consequently were able to enter the castle's throne room before Mephisto and his forces, they should now have Galactus in their possession. In this case, they will probably want to return him to the Earth dimension and end the adventure (or so they think). In this case, proceed to Chapter 12.

If Mephisto managed to get into the castle before the heroes, he will have taken Galactus back to his realm. In this case, the heroes will have little choice but to return to Mephisto's dimension once again. If this is the case, proceed to Chapter 13.

KARMA:

Getting a hold of Galactus:	+120
Attacking Charon:	-30
Helping Charon:	+15
Ignoring Charon:	-20
Fighting a way into the castle:	+35
Travelling to Mephisto's realm in pursuit:	+10

CHAPTER 12: WHERE WERE YOU GOING?

SUMMARY: You should be coming to this chapter from either Chapter 9, Chapter 10, or Chapter 11. The heroes should now have Galactus under their control and should be in the process of returning him to the Earth dimension.

Because Death still has big plans for Galactus and his power, it cannot allow the heroes to return him to his proper place so quickly. Death therefore intercepts the group enroute to the Earth dimension, steals Galactus from them and casts them directly into the dimensional vortex itself, hoping to lose them there for all eternity.

As the heroes fight for their lives in the vortex, Death then takes Galactus back to Mephisto and calls together all of the Death gods to enact its final plan to reactivate Voyd.

ENCOUNTER: As the heroes attempt to make the trip back to the Earth Dimension, they will each feel a strange "empty" sensation. Read the following text:

You feel the familiar warmth come over you that usually accompanies inter-dimensional travel; but this time there is something that is different. For a moment, you feel sort of empty, as though you have been removed from all time and space.

As this feeling quickly passes, you once again regain your senses. You are now in a region of no light whatsoever. There are no sounds as well. In fact, each of your senses are greatly impaired. Wherever you are, it certainly is not the Earth dimension.

Suddenly, a narrow beam of light passes through the chaos and illuminates a tall dark skeletal figure dressed only in long black robes.

"Good evening, my friends. I am Death.

"I must congratulate you on gaining possession of Galactus. It appears as though my followers are as incompetent as ever. I know

you would all like to return to your home plane right now, but I am afraid I cannot allow that. You see, I need Galactus' power. I swear that mighty Voyd will walk again, and when he does he will destroy my sibling Eternity once and for all, leaving the universe all to myself. I was trying to pass Galactus' power on to Mephisto and accomplish my goals through him; but it seems that my other followers are simply incapable of accepting their own inferiority. Though to be fair, none of my minions has known of my master plan until now.

"The only question that remains is what to do with you. You have been more than a nuisance up to this point, and I cannot simply let you walk away. In fact, it is partially due to your interference that I have decided to risk summoning my followers and traveling back to my inner sanctum in order to enact my scheme right now, even though there is no way that Mephisto will have the time to properly absorb all of Galactus' might. We'll have to hope that what is there will do.

"Now, what to do with you. (pause) Ahh, I think I have an idea..."

The magic that Death uses to intercept the heroes' dimension travel is extremely potent (we're talking Class 5000 here!). There is nothing that they can do to avoid this fate. As Death delivers its speech, it holds all of the heroes in a stasis field which prevents them from attacking (again Class 5000).

After Death finishes gloating, it stretches out its hand and waves, causing a huge swirling pit that is apparently composed of pure energy to appear and suddenly consume the heroes. Just as the heroes are plunging into the energy pit, Death reaches out and snatches up the still unconscious Galactus.

Death has just flung the heroes into the interdimensional vortex, the

chaotic region that surrounds and touches each of the other dimensions in the multiverse. The vortex is a region of pure light. Once within the vortex, the heroes will immediately be buffeted by the powerful prosolar winds and partially blinded by the intense energy which permeates the region.

Travelling through the Vortex.

Because of the prosolar winds and the disorienting effects of the flares and energy ripples found within the vortex, travel (and perhaps even survival) is extremely difficult (Death mistakenly believes that it is impossible). If they are ever going to save the universe, the heroes must now try to find a way out of the vortex by locating one of the natural apertures that leads to an adjacent dimension. From there, they can use their dimension travel powers as usual to go wherever they wish. Dimension Travel does not function within the interdimensional vortex.

To simulate the heroes trip through the vortex, assume that they are on a giant numberline at the spot marked zero. Each turn ask one of the heroes (their choice) to choose a number between one and twenty. Each number moves the heroes a certain number of spaces forward or backward along the numberline according to the table printed below. Once a number is chosen, it cannot be chosen again. If the heroes have reached the spot marked "10" on the numberline before the end of turn ten (ie. they have moved a total of ten spaces forward), they have found an aperture and have passed out of the vortex. If the heroes have not moved ten total spaces forward, they are lost on the prosolar winds forever. This procedure simulates the heroes ability to navigate in the difficult conditions of the vortex.

VORTEX NAVIGATION TABLE

Number	Spaces Moved
1	-5
2	4
3	-3
4	2
5	-1
6	0
7	1
8	0*
9	1
10	3
11	3
12	1
13	0*
14	1
15	0
16	1
17	-2
18	3
19	-4
20	5

Positive numbers mean move forward, negative numbers mean move backward.

Note that there is a very distinctive pattern to the way that the numbers are arrayed on the table. Clever players will notice this pattern and take advantage of it.

There are two special numbers that the heroes may choose: 8, and 13. When the heroes choose one of these numbers, they encounter the Dimensional Shamblers described below.

Dimensional Shamblers. Dimensional Shamblers are voracious predators that live within the interdimensional vortex. Whenever the heroes choose numbers 8 or 13, they are attacked by a group of five Shamblers (use landscape #2 for the battleground). The Shamblers have the following statistics:

DIMENSIONAL SHAMBLER

F A S E R I P
Am Mn Mn Mn Ty Gd Ty
Health: 275 Karma: 22

KNOWN POWERS:

Sting: Dimensional Shamblers can sting their opponents at a range of one area for Unearthly damage.

Tough Hide: The Shamblers' scaly hide gives them Excellent protection against physical and energy attacks.

If the heroes find that they are not going to get out of the vortex in time, they can spend a total of 25 Karma (divided amongst the heroes however they choose) to buy themselves an extra turn (past their original ten) and extra number pick. They can keep on buying these extra turns until they are out of the vortex or they are out of Karma.

AFTERMATH: If the heroes run out of Karma, and are still stuck in the vortex, you are back with those same old options (either Eternity intervenes or the heroes have failed). If this is the third or fourth time that the Eternity has had to intervene, you should think about running a couple of simpler adventures for your players before you put them up against Death and its minions (they are probably not ready for a cosmic level adventure).

If the heroes do succeed in freeing themselves from the vortex, they will probably try to follow Death to its inner sanctum in order to stop its plans to reactivate Voyd (Death told the heroes exactly where it was going in the speech above). When they are ready to proceed, go to Chapter 14.

KARMA:

Getting out of the Vortex: +40
Defeating the Dimensional Shamblers (each group): +10

CHAPTER 13: BACK TO MEPHISTO'S REALM

SUMMARY: You should be coming to this chapter from Chapter 11 Mephisto has just recaptured Galactus and returned to his infernal domain with the heroes in hot pursuit. When the heroes arrive in Mephisto's dimension, they quickly discover that Death itself has called all the Death gods to its inner sanctum for a conference (at which it intends to reactivate Voyd). The heroes then leave to do battle with Death and its followers once and for all.

ENCOUNTER: The heroes arrive in the First Circle of Mephisto's realm. Read the following text:

Once again you stand on the arid plains of Mephisto's realm. This time, however, there is something that is not quite the same. The wind does not bite with the same intensity. The heat is not nearly as sharp. The fiery lighting not nearly so blinding.

Galactus is not here. You can feel it. The intense power and energy which once permeated Mephisto's domain is now gone. In fact, judging from the quiet, it would seem that Mephisto himself is not here. Are you too late?
As you ponder this question,

you hear the sound of footsteps approaching from the west. There is a party of Mephisto's footsoldiers approximately fifty feet away.

"What are you doing in this realm? Have you come to speak with Lord Mephisto?"

The footsoldiers are one of a number of units that routinely patrol the upper circles of Mephisto's domain. There are 12 of them in all.

If the heroes give any clue as to their true nature (i.e., "we come to free Galactus from the tyranny of Mephisto once and for all!"), or refuse to answer the soldiers' questions, the patrol will attack. Use Landscape #1 as the battleground. After the heroes have disposed of the patrol, they will notice that the head soldier carries a pouch on his belt. Within the pouch is a note that reads:

I will be absent for a short while. The master has asked all of his vassals to assemble in its inner sanctum for some sort of conference. I have been instructed to bring our guest along with me. While I am gone, take special care to screen out all intruders.
— Mephisto

If, however, the heroes answer the patrol's questions affirmatively ("yes, take us to Mephisto") or come up with a suitable cover story for their presence ("We entered this land by accident. Could we, perhaps, speak with your master?"), read the following text:

"Mephisto is not here now. He was summoned to the inner sanctum of Death itself along with all of the other Death gods. He is there on very important business and may be gone some time."

AFTERMATH: Whether they battled the footsoldiers or attempted to reason with them, the heroes should now know exactly where Mephisto and Galactus are. By piecing this information together with what they have already learned, they should now have a pretty good idea as to what is going on. In any case, they will almost certainly attempt to travel to Death's inner sanctum. When they are ready to do so, proceed to Chapter 14.

KARMA:
Defeating the footsoldiers: +15
Learning where Mephisto has gone without fighting: +20

CHAPTER 14: NULL AND VOYD

SUMMARY: You should be coming here from either Chapter 12 or Chapter 13.

The heroes rush off to Death's inner sanctum and arrive just in time to prevent Death and its minions from revivifying Voyd. Because of the heroes' constant interference and the problems that have developed within the ranks of its followers (Pluto, Seth, and Hela attempting to capture Galactus for themselves), Death has upped its timetable a bit. After he was recaptured, Galactus was immediately returned to Mephisto's

realm. Death then summoned all of the Death gods together in order to enact its scheme to re-energize Voyd.

ENCOUNTER: The heroes must first travel to Death's inner sanctum. The sanctum lies in a separate dimension all its own, and is extremely difficult to reach. In order to reach the dimension of the inner sanctum, the heroes must pass a Monstrous intensity Dimension Travel FEAT roll. In order to insure that they are able to reach the inner sanctum (and thus com-

plete the adventure) the heroes MUST spend Karma to affect this die roll. All heroes with the Dimension Travel power automatically know exactly where the dimension of the inner sanctum lies, and are aware of the difficulty in reaching it (this information is also programmed into Uatu's device; the device will verbally warn the heroes before it attempts to make the jump). Once the heroes have arrived in the inner sanctum, read the following text:

You are now present in the inner sanctum of Death itself. You are all standing on a wide obsidian balcony that looks down onto a broad surface of cold black marble. The lighting in the room is dim, and the air is stale and musty. On the walls and floors are intricately tiled mosaics that feature symbols of death and discord culled from over a billion worlds in more than 100 separate galaxies. Assembled on the floor beneath you are Death, Mephisto and his lieutenant Thanos (if he wasn't defeated earlier), Seth, Pluto, Hela, ten of Mephisto's thralls, and ten of Pluto's soldiers, with Death occupying the obvious position of prominence. Lying on a long table behind those assembled is the object of your quest: the unconscious Galactus. It seems as though no one has even noticed your presence.

DEATH: "I have called you all together here for several reasons. First, some of you have failed me. I specifically assigned Galactus to Mephisto's realm. My decisions are never to be questioned."

PLUTO: "But my lord, we thought—"

DEATH: "Silence! Your actions were almost disastrous. The heroes of Earth are much more potent than we had ever suspected. They almost succeeded in freeing Galactus, and that would not have sat well with me at all. You see, I have been hatching a plot over the last several months. Behold!" Death waves its hand and a huge slab of marble slides open in the floor to expose two giant black hands crossed in slumber.

"Beneath you is the creature known as Voyd. Voyd was spawned out of the emptiness that bridged the gap between the universe of old, and the creation of myself and my hated sibling, Eternity. When we were created, Voyd was shocked into a deep sleep, from which he has yet to awaken.

Voyd also wields incredible power—power so potent that it rivals my own. If he were to awake, it is certain that he would use this power to attempt to restore the multiverse to the conditions under which he was created: pure chaos. To accomplish this end he would have to attack Eternity. The two entities would then most likely destroy each other, leaving the universe all to myself.

The only problem is that it would take great power to reawaken Voyd—power such as that possessed by only three beings in the entire multiverse: myself, Eternity, and Galactus, the only survivor of the universe which preceded our creation. I have never used my own power to reawaken Voyd, because I fear the consequences; such a rash act might destroy me."

The plan I devised, therefore, was to trick Galactus into using his energies to do so. It was I that manipulated the Elders of the Universe into attacking Galactus with the Cosmic Cube, knowing full well that it would shatter him and leave him open to my suggestion. When the heroes of Earth intervened, however, I was forced to modify my plan. After he was reintegrated, Galactus would never agree to reawaken Voyd. I decided, therefore, to force him into voluntary imprisonment within one of your realms, knowing that this would pass his energies on to you and give you the power to reawaken the creature."

But alas, the Earth heroes showed up yet again, and I fear there is more going on here than meets the eye. Their coincidental reappearances are very unsettling. I have thus decided to attempt to awaken the creature right now. Mephisto, I know you have not yet had an opportunity to absorb all of Galactus' power, but I command you to come forward and direct whatever energies you can summon into the pit. The rest of you will concentrate and aid

Mephisto as much as possible."

MEPHISTO: "But master, that might mean—"

DEATH: "Exactly."

Mephisto steps forward, lets out a horrible scream, and begins to focus a powerful stream of energy directly into the pit beneath the sanctum!

This is it. If the heroes are going to stop Death and save the universe, they have to do it here. Use the map of Death's inner sanctum as the battleground. Here is what each of the combatants will do during the battle.

DEATH: The instant the heroes show up, Death commands his followers to destroy them and steps back out of the way. He is too enthralled with Voyd's reawakening to get involved in any combat.

MEPHISTO: Use the bracketed stats for Mephisto during the battle since he once again controls the energies of Galactus (he was ordered to bring Galactus with him in order to make it easier for him to tap Galactus' energies). During the entire battle, Mephisto will ignore any attacks made upon him, and will continue to focus his energies into the pit in which Voyd is imprisoned (see "Reawakening Voyd" below).

PLUTO: Pluto will immediately take charge of all of Death's forces present in the inner sanctum, and lead them in battle against the heroes. If possible, Pluto will attempt to engage the most powerful physical combatant amongst the heroes in one-on-one combat while directing his followers to engage other targets. He will then use whichever of his attack modes would be the most effective against that hero, attempting to quickly vanquish him or her and move on to the next.

HELA: Hela will seek out the next most powerful hero, and engage him or her in one-on-one combat. While fighting, Hela will favor her magical abilities over physical force.

SETH, MEPHISTO'S THRALLS, AND PLUTO'S SOLDIERS: The thralls and soldiers will divide themselves amongst the remaining heroes.



Seth will then move from hero to hero, attacking a new target each round. As Seth moves from target to target, he will try to attack his targets from behind for the blindsiding combat column bonuses as much as possible. Each time Seth moves to a new target, have his opponent make an Excellent Intensity Intuition FEAT roll. Success means that the opponent spotted Seth in time. Failure means that Seth is entitled to the bonuses.

Reawakening Voyd. Throughout the course of the battle, Mephisto will continue to focus his energies into the pit in which Voyd lies dormant. On the fifth round of combat, Mephisto will collapse exhausted with the effort, but the two large hands in the pit will begin to stir. One round later, two giant arms will emerge from the pit and begin moving out toward the upper end of the sanctum. By reading the book found in Dormammu's library, the heroes should know that Voyd's one weakness is intense light. At some point, they will probably attempt to hit him with an intense light; probably either that produced by the great Cry-

tal Orb which Clea gave to them, or by using one of their own powers. It is a Monstrous intensity FEAT to use an appropriate energy or magical power to produce a light that is brilliant enough to affect Voyd (ie. the Silver Surfer or Thor could use their cosmic powers, Doctor Strange could use a magical blast, etc). If the heroes attempt to strike Voyd with a powerful light before he is awakened by Mephisto (on round six) it will have no effect. If the heroes somehow knock Mephisto unconscious during the battle, move up the timetable a bit, and have Voyd come alive on the next combat round.

When the heroes finally use the light on Voyd, the large powerful hands will cringe in terror, and then turn away in the opposite direction to attack the most powerful being that is within their grasp; namely, Death. The hands will grip Death and pull it down screaming (Noooooo!) into the huge black pit. As Death is being pulled in, its followers will all stop fighting and watch in horror. Two seconds later, there will be a powerful explosion that automatically

knocks all of the heroes unconscious.

If the heroes somehow missed the clue about Death's weakness, you may have a problem. In this case, have one of the heroes' energy bolts accidentally strike Voyd shortly after he is awakened, and describe how the creatures seems to writhe in pain and react to the powerful light. The heroes should then get the idea.

AFTERMATH: The encounter should end with all of the heroes unconscious due to the powerful explosion. The heroes will awaken approximately two hours later to find Death, the Death gods and all of their followers gone. Galactus still lies unconscious on the table, and the large pit has been sealed over once again. Proceed to the Epilogue.

KARMA:

Stopping Voyd:	+300
Defeating the Death gods (per god defeated):	+40

EPILOGUE: ETERNAL THANKS

SUMMARY: Eternity appears to the heroes once again to congratulate them, and to reveal that he has known about Death's plan all along, but allowed it to continue because he knew that a greater good would arise out of it.

ENCOUNTER: Read the following text to the players:

Shortly after you awaken, you notice a slight figure standing upon the balcony above the floor. You immediately recognize this figure as the mysterious man who came to your aid in the woods in the Third Circle of Mephisto's realm. "Hello once again, my friends. There is no more need to appear to you in this primitive form, so you will forgive me if I adopt a more comfortable appearance." The man instantly undergoes a startling transformation. He becomes taller and broader, and his physical form seems to melt away. Suddenly you realize that you are standing before great Eternity himself.

"You have done very well. Yes, I have been observing your progress all along. My sibling Death has once again greatly underestimated my power. I detected his feeble efforts to destroy me long ago. I only allowed them to continue because I knew that through your efforts, I could insure that they would backfire, and that a greater good would come out of the entire affair. Death and his followers have not been destroyed, of course; Voyd was much weaker than Death had guessed. But when you forced Death to fight off the creature and throw him back into his slumber, you left Death very weak. Behold!"

Eternity waves his hand and before you is a scene of rainstorm in what appears to be a lush forest on a strange tropical planet. "The world of Kathoon was locked in the grip of a terrible drought. Now there is water." Eternity waves his hand again. This time you see a

group of six-armed aliens administering a vaccine to long lines of their fellows. "On the planet Ysadril, a terrible virus has recently depleted nearly half the population. The Ysadrilian doctors have just discovered a vaccine." Eternity waves his hands yet again. Before you this time is a more familiar scene: a small village in Africa.

"On the Earth, the petty bickering and politics that kept aid from reaching starving African villages has ended, and the death rate has been cut by more than half. Hundreds of similar examples are to be found all over the universe, and it will be quite a long time until Death will regain enough of his former power to begin countering the great advances you have made possible today. I thank you, and the peoples of the universe thank you."

With that, Eternity vanishes; and just as he does so, Galactus begins to stir.

AFTERMATH: All the heroes need do now is return Galactus to the Earth dimension, where they will receive his hearty thanks. In gratitude, Galactus will also renew his pledge to leave the Earth unmolested in the future and ask the heroes to call upon him whenever they need a favor.

KARMA:

Returning Galactus to the Earth dimension:

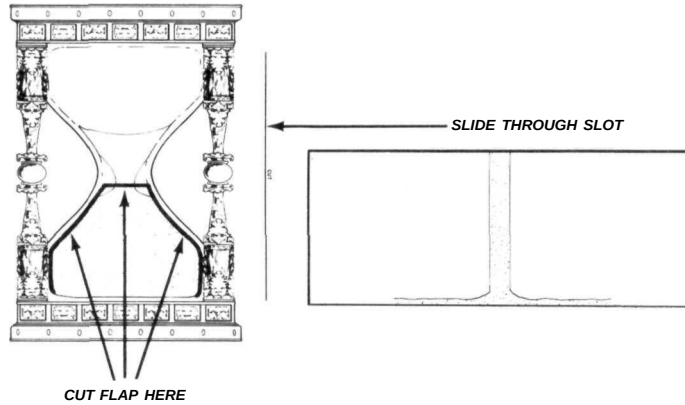
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MANTIS F 40 In A 40 In S 6Ty E 30 Rm R 6Ty I 20 Ex P 50 Am Health 116 Karma 76	GLADIATOR F 75 Mn A 50 Am S 100 Un E 500 Shift Z R 100 Un I 75 Mn P 500 Shift Z Health 725 Karma 675	FIRELORD F 75 Mn A 100 Un S 50 Am E 100 Un R 30 Rm I 50 Am P 30 Rm Health 325 Karma 90	BETA RAY BILL F 100 Un A 30 Rm S 100 Un E 100 Un R 30 Rm I 20 Ex P 50 Am Health 330 Karma 100	NOVA F 50 Am A 75 Mn S 100 Un E 100 Un R 20 Ex I 75 Mn P 40 In Health 325 Karma 135	THOR F 100 Un A 20 Ex S 100 Un E 100 Un R 6Ty I 20 Ex P 50 Am Health 320 Karma 76	SILVER SURFER F 50 Am A 75 Mn S 100 Un E 100 Un R 20 Ex I 75 Mn P 40 In Health 325 Karma 135	DOC STRANGE F 10 Gd A 20 Ex S 6Ty E 30 Rm R 10 Gd I 75 Mn P 100 Un Health 66 Karma 185
Powers: Empathy—Am Healing—Un Life Support—Shift Z Plant Control—Un Recovery—Am Resistances—Am (toxins & diseases) Teleport—In Talents: Martial Arts A, B, D, & E Resist Domination	Powers: Invulner—Un vs. energy attacks, Shift Z vs. heat, cold, gas, disease, & most radiation Environ. Independ— Shift Z Flight—CI 5000 Psychic Reflect—SpC Heat Beams—Mn Heightened Vision— Am	Powers: Stellar Flame— CI 1000 Body Armor—Am (Immune to heat) Flight—CI 1000 Staff—Un range Talents: Astrogation	Powers: Body Armor—Ex Invulner—All diseases Resistance—Shift X to physical injury Storm Breaker: Throw—Rm Damage—Un Weather Control—Un Dimension Travel—Un Flight—Am Shield—Rm Skuttlebutt—1000 spd. Blasters—Un Reason—In	Powers: Fire Gener. & Control—Shift Z Body Armor—Un Invulner. to heat, cold, flame, & disease Wrapped in Fire—Am Flight—CI 3000	Powers: BodyArmor—Ex Vs. physical, Ty vs. Energy Mjolnir: Hit—Ex Damage—Un Flight—Shift X Shield—Rm Weather Control—Un Dimension Travel—Un Talents: +1 CS Edged +2 CS with Mjolnir	Powers: Power Cosmic: Power Blast—Un Raise one ability to Un for 1-10 rds Healing—Un (no effect on Endur.) Reconstruct Matter— Un Perceive energy source of more than Un level on a planet Flight—CI 5000 Body Armor—Mn Talents: Martial Arts D	Powers: Magic: Any power at Am Alter Appear—Am Astral Project—Un Levitation—In Shield—Am Telepathy—Un Conjure—Am Forcebeam—Am Dimension Open—Mn Sleep Gas—Mn Cloak of Lev: Flight—Shift X Eye: Detection—CI 1000 +2 CS Mental Powers Suspend Animation on unc. Target—Mn Dimension Aper.—Un Orb: Magic Detect.—CI 3000 View any place known to user

MEPHISTO'S HOURGLASS

DIRECTIONS:

1. Cut lower piece from bottom.
2. Cut along indicated lines in hourglass and the slots on either side.
3. Put sand covering through slot on one side of the hourglass, sliding covering piece in front of sand in lower half of hourglass then through the slot on the opposite side.
4. Using the scale on the back, raise the sand covering one notch for every hour the characters spend in Mephisto's realm.



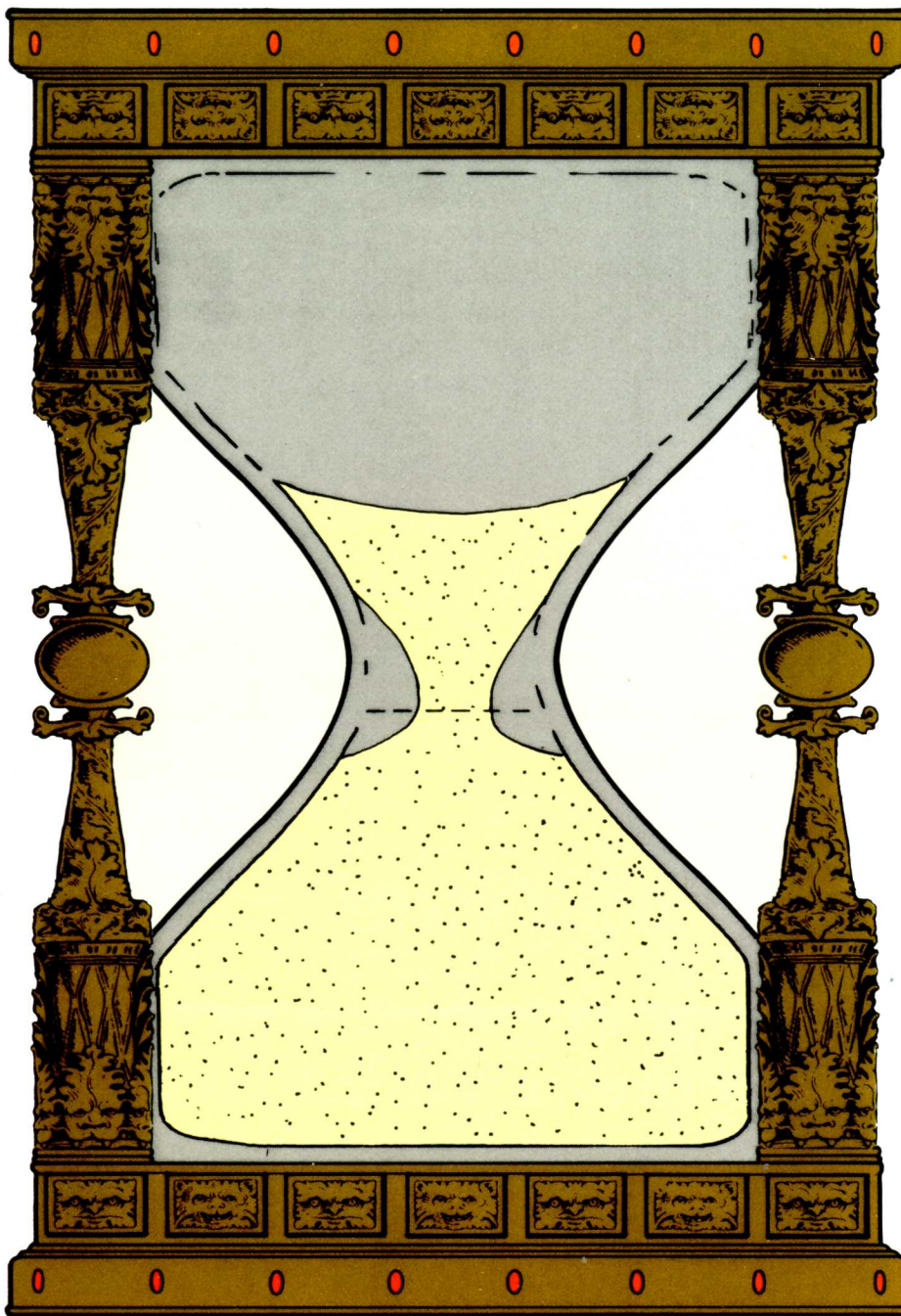
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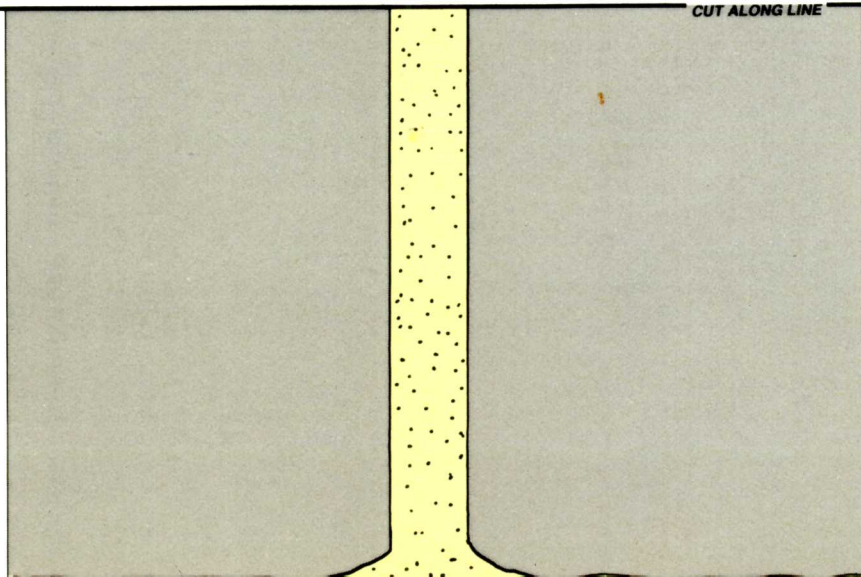
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CUT ALONG LINE



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by Ray Winninger

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Rescue GALACTUS™?

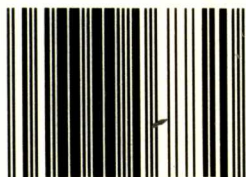
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